

EVIL DEAD

BLACK MAGIC. UNDEAD HORDES. LOTS OF AMMO.



D6 ROLE PLAYING IN THE WORLD OF THE
EVIL DEAD & ARMY OF DARKNESS TRILOGY

Evil Dead D6

Role-playing in the World of the Evil Dead Trilogy

Howdy!

This here game is a horror-action adventure type of thing, set in the world of the Evil Dead Trilogy (Evil Dead, Evil Dead II, and Evil Dead III/ Army of Darkness). These films were written, directed and produced by Sam Raimi and Bruce Campbell (among others). Evil Dead and Evil Dead II were pretty straight-up horror flicks, with a nice dose of slapstick humor in parts. Army of Darkness really has more action and humor than pure horror (which is perhaps why I like it the best).

This game follows the vein of Army of Darkness most closely: ultimate evil, stalwart and somewhat clueless heroes, and nearly unlimited ammunition. Players will blast their way through evil deadite spawn, decapitate hellbound demons, and, on occasion, come face to face with unfathomable evil. There will be gore, death, black magic, lost souls, and (hopefully) a strong dose of humor along the way.

So, the Evil has been let loose upon the world. You're alone in the woods and your girlfriend (EX-girlfriend) just turned into a deadite and ate your best friends. You've got a flare gun, a gallon of gasoline, and a Louisville Slugger. Are you up for it?

Hail to the king, baby...

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Credits

Of course, first credit goes to Sam Raimi, Bruce Campbell and Rob Tapert for creating the Evil Dead series. I think it's safe to say that they own all the basic ideas that I'm reproducing here. There's also a video game produced for the Playstation gaming console, Evil Dead: Hail to the King. It may provide you with some more ideas. Take a look in Appendix B WWW links to pictures, scripts and more Evil Dead resources than you can shake a chainsaw at.

Second, the game mechanics used here are based on West End Games' D6 system, though in a highly modified form. West End Games produces many D6 products that you may want to pick up to enhance your gaming experience. I recommend that you look for a copy of Metabarons at your local game shop to fill in many of the gaps that are sure to be within these pages.

Finally, if you're looking for a well thought-out horror game using the D6 system, I highly recommend Into the Shadows. The author has approached the genre much more seriously and responsibly than I have, and you'll probably find his game much more satisfying for long-term campaigns and more developed horror storylines. I have not imported any of the concepts of Into the Shadows into this game and any similarities are purely coincidental. (http://members.tripod.com/~into_the_shadows)

If you like this game, you might like my other D6 Games.

- The Matrix D6: fight to free the minds of humanity in the world of the movie *The Matrix*. [Http://TheMatrixFreeRPG.tripod.com](http://TheMatrixFreeRPG.tripod.com)
- Buffy D6: boyfriends, bad grades, Apocalypse on a weekly basis. Try life in the world of *Buffy the Vampire Slayer*. [Http://BuffyD6.tripod.com](http://BuffyD6.tripod.com).
- Appleseed D6: cyberpunk role-playing set in Masamune Shirow's *Appleseed* manga. [Http://AppleseedD6.tripod.com](http://AppleseedD6.tripod.com).
- Starcraft D6: fight for the future of your species in an rpg based on the best-selling computer game *Starcraft*. [Http://StarcraftD6.tripod.com](http://StarcraftD6.tripod.com)

Evil Dead D6 (version 1.0). First produced February 2002. Please feel free to copy, distribute, and modify these materials to enhance your gaming experience and to share it with friends. Please do not use this to make a profit. That's some serious bad Mojo and you'll deserve what's comin' to ya.

EVIL DEAD D6

I. INTRODUCTION

II. The Basics

This game is based on West End Game's D6 system. Pick up one of West End's many games to fill in the gaps of these rules. If you have any questions or comments, please email me (gaminggeek@earthlink.net) and I'll try to answer them for you.

GAME MECHANICS

The Dice

The system requires players to roll six-sided dice (D6), which represent a character's attributes and skills. When appropriate, the Game Master will tell a player to roll a number of dice equal to either the attribute or skill being used. The player rolls the appropriate number of dice, adds the values together and tells the GM the sum. If the sum is equal to or greater than the difficulty number (See below), the character succeeds. If it is lower, the character fails.

Example: *Vern is trying to walk along a thin ledge without falling. He has a Body of 3D. The GM sets a difficulty number and then the player controlling Vern will roll 3 dice and sum the results to see if he is successful.*

Example 2: *While stuck in a shopping mall under siege by mindless zombies, Vern is trying to order a hapless security guard to give him his pistol. Vern has a Barking Orders skill level of 3D+2. The GM sets the difficulty and the player controlling Vern will sum the result of 3 dice and add 2.*

The Wild Die

Each player should designate one of his or her dice to be the Wild Die (it is helpful if it's a different color or shape). Whenever the Wild Die comes up with a 2,3,4, or 5, add the result to the other dice as normal. But, if the Die comes up with a 6, add 6 to the dice total and roll the Wild Die again and add the new value to the dice total. If another 6 comes up, roll and add again. This continues as long as the player continues to roll 6's on the Wild Die.

Example: *Vern has a Shooting Stuff skill of 4D. When he fires, he rolls 4 dice. His values are 2,5,3 and on the Wild Die, a 6, resulting in 16. He rolls the Wild Die again and gets another 6! The total is now 22 and he gets to roll again. This time, he gets a 1 and adds that to the sum to get a 23 for his shot.*

If the Wild Die comes up with a 1 when a character is first rolling a Skill or Attribute Check, roll the Wild Die again. If the value is 1 through 5, remove the Wild Die and the die with the highest value from the dice to be added.

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Example: Vern is shooting again. He rolls a 2,5,6 and on the Wild Die a 1. He rerolls the Wild Die and gets a 2. He removes the Wild Die and the die that came up 6 and adds the remaining two dice together to get 7.

If the second Wild Die roll comes up to be a 6, then the character has Complicated. He or she has screwed up in a particularly bad way...perhaps jamming his weapon or tripping over his own feet. Complications should make a character's life more difficult, often humorously so, but never kill them outright.

Example: Vern is stuck in the basement of his house, locking in combat with a deadite attacker. He grabs his power drill, intent on driving a 1 inch bit into the deadite's skull. The GM tells him to make a role using his Stabbing, Slashing and Bludgeoning skill. Vern, with a skill of 4D rolls 4 dice. He gets a 2, 3, 4, and on the Wild Die a 1. He rerolls the Wild Die and gets a 6 and Complicate! The GM tells Vern's player that as he attempted to plunge the drill into the deadite's head, he yanked the cord from the wall. The drill slows to a useless stop as the deadite lunges...

The GM could have just as well said that Vern accidentally stabbed himself with the drill, or that it flew out of his hands at the last minute. Anything that makes Vern's life a little scarier.

Difficulty Numbers

When a character makes an Attribute or Skill check, they are usually rolling against a difficulty number. Difficulties are divided into the following categories:

Difficulty	Difficulty Numbers	Description
Very Easy	1-5	Anyone should be able to do this most of the time. Example: Shooting a deadite with a shotgun at close range.
Easy	6-10	Most characters should be able to do this most of the time, though there is still a change for failure. Example: Smacking a deadite up side the head with a chainsaw.
Moderate	11-15	Requires a fair amount of skill and/or effort. Most unskilled characters will fail such an attempt. Example: Shooting a small object, such as a possessed hand, at short range.
Difficult	16-20	Only highly skilled characters succeed at these with any regularity. Example: Engaging in combat while riding full gallop on a horse.
Very Difficult	21-25	Even pros have a hard time pulling these attempts off. Example: Shooting out a demon's eyeball at 30 feet.
Extremely Diff.	30-40	Only the luckiest and most skilled are successful. Example: Jumping onto the back of a giant deadite beastie and whacking it over the head with an axe while it tries to throw you.
Heroic	40-50	The stuff of legends. Example: Jury-rigging a trap that will capture hundreds of deadites in one fell swoop.
Unearthly	50-75	A character must have advanced magical powers to even consider the attempt. Example: Opening a space-time rift that permits travel through the centuries and across dimensions.

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Opposed Rolls

When a character is testing his or her Attributes or Skills against those of another (PC or NPC), the parties involved make Opposed Rolls. The one with the highest roll wins.

Example: *One character tries to shoot another. The first makes a Shooting Stuff roll while the other makes a Getting Out of the Way roll. If the attacker's roll is higher than the others' defensive roll, then he hits.*

Character Points

A character may spend his or her Character Points to gain additional dice during an action. They receive an additional die for each point spent. A character may spend up to 3 CP's per action or attack, and up to 5 CP's for any defensive action (Getting Out of the Way, resisting damage or possession, etc.). If the die purchased with a CP comes up a 6, the player may re-roll it and add the new value to the total (as for the Wild Die, though there is no penalty for rolling a 1). Though CP's may be used to augment an attack, they may not be used to increase damage.

Example: *Vern gets punched by a demon for 23 points of damage. He rolls his Body of 3D and gets a 10. That's 13 points below the damage level, which is Mortally Wounded. Vern's player decides to spend some Character Points. He spend one for an additional die and gets a 5, reducing the difference to 8, meaning Vern's Wounded. The player decides to spend an additional CP and rolls a 6! He gets to roll again and gets a 4, which means his Body roll is 2 over the damage roll. Vern suffers no damage from the attack!*

Character Points may not be used the same around that Mojo is used.

Mojo Points

Mojo represents a character's inner strength, heroic potential and, most importantly, dumb luck. When a character spends a Mojo point, all skill and attribute dice totals are doubled for that entire round. Anything which is not part of a character (a weapon or vehicle), is not affected.

Example 1: *Vern is armed with a sword and is in melee combat with an deadite skeleton. He decides to spend a Mojo point one round. His Stabbing, Slashing & Bludgeoning: Sword skill is normally 4D. This round, it will be 8D. He would normally do 4D+2 points of damage with the sword (3D for his Body + 1D+2 for the sword). This round, his Body will be doubled, for D6 damage, and then added to the damage for the sword, 1D+2, for a total of 7D+2.*

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Example 2: *Vern is firing his pistol at an advancing zombie and decides to spend a Mojo point. His Shooting Stuff skill doubles from 4D to 8D, but the pistol's damage (4D) remains the same.*

See Characters: Mojo for rules about using and regaining Mojo. Remember, Mojo may not be used the same round Character Points are spent.

Effect Value

Some successes (and failures) are more dramatic than others. For each 10 points (round down) a character rolls over the base Difficulty for an action, he will have an additional Effect Value of 1. This may increase damage by 1D for each Effect Value or simply result in a more advantageous outcome.

Example 1: Vern is firing his pistol at a zombie again. The Difficulty is 10. The player rolls Vern's Shooting Stuff skill and ends up with a 31 (nice shooting). Because that is at least 20 over the Difficulty, he has an Effect Value of 2 and adds 2D to the damage roll from the pistol.

III. CHARACTERS

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[Attributes](#)

[Details](#)

[Choosing Skills](#)

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[Character Advancement](#)

TEMPLATES

In order to play Evil Dead D6, you'll need a character. The list below is really only illustrative. There's no limit to the different types of folks that will find themselves face-to-face with absolute Evil. Click on the name of each to see its Template, or check out the Templates in Appendix A.

- [Annoying Kid](#)
- [Clueless Hero](#)
- [Creepy Old Guy](#)
- [Hapless Occultist](#)
- [Hottie](#)
- [Regular Guy](#)
- [Teenage Punk](#)

Copy the structure from one of the Character Templates above onto a piece of paper to create your very own character sheet. I will try to make and post one when I get time, but don't hold your breath!

ATTRIBUTES

Unlike most other D6 games, Evil Dead D6 only uses three Attributes: Body, Brains and Senses. All characters receive 9 dice to separate among the 3 attributes. No single Attribute may be lower than 1D nor higher than 4D. Dice may be broken up into 3 "pips", or "+1's", per die (See example below). The Attributes are:

Body: a measure of the character's physical development: strength, dexterity and stamina.

Brains: indicates mental capacities, such as raw intelligence, educational development, and memory.

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Senses: represents one's instincts and perception, as well as one's "gut feelings."

***Example:** Alyssa is making a character named Vern, a Clueless Hero. She decides to create her own template rather than use the one provided. He comes up with the following Attributes:*

Body: 3D

Brains: 2D+2

Senses: 3D+1

Note: Once an Attribute is raised beyond XD+2, it moves to the next dice level (If Alyssa had assigned the "pip" in Senses to his Brains instead, it would be 3D, not 2D+3).

DETAILS

This is your opportunity to round out the character and provide a description, background, personality quirks, goals, etc.

Speed

Normal characters can move 10 meters per round while walking. With successful Athletics rolls, they can increase this value.

Description

Describe your character: How tall is he? What kind of clothes does he wear? Does he have any noticeable marks such as tattoos or scars? Is he missing an vital body parts? Blue hair? Bad teeth? Just what kind of freak are you creating, man?

Background

Every individual has some kind of history, be it mundane, romantic or criminal. What brought the character up to the point where the game's campaign begins? Are there ghosts that may haunt his future? Old rivals, lost loved ones, foregone opportunities?

Personality

Is your character a grouch? Is she impulsive, always itching for a fight, or is she more thoughtful and cautious?

Objectives

Everyone has a goal in life, even if is only to banish the Evil back to its hell-dimension. Why does your character act, and what does she hope to achieve? How far will she go to get it?

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Connection to other Characters

Most of the characters will just be meeting one another as the game campaign starts. They may work together at the S-Mart or just be neighbors. Some may have known others for longer periods. They may be related, or lovers, or even enemies.

CHOOSING SKILLS

Starting skills

Each character starts with 7D to divide among Skills at Character Creation. Furthermore, each character can list 3 additional skills that they take a "0D" under each Attribute. The character may still perform any other skills under that attribute, but at a -1D difficulty. There are two exceptions to this rule:

- GM's may (and should) exercise discretion in assigning higher difficulty levels to "unlearned" skills. Certain characters may not have the background necessary to attempt certain skills. For example, a Medieval character will have absolute no idea how to fix a car ("Um, ok, I walk around it a couple of times, I tap it with a hammer, then I pray for divine intervention. Did that work?")
- Advanced skills represent much more complex areas of study. As such, a character cannot attempt an Advanced skill without having assigned at least 1 die to it.

Specializations:

Many skills have specializations which allow the character to focus on a certain aspect of the skill. If a specialization is taken, a character may advance in that specialized aspect of the skill at half the normal cost of advancement. However, uses of the skill not covered in the Specialization remain at the base skill level.

***Example:** Vern has Shooting Stuff at 4D. He decides to take the specialization Shooting Stuff: Shotguns to advance to 5D at a cost of 6 CP rather than 12 CP. Anytime he fires a shotgun, he gets to roll 5D, but all other firearms are used at 4D.*

Specializations may be selected at Character Creation. If so, the character receives 2 dice for every 1 spent. Thus, if a player decides to Specialize in Shotguns, he can get +2D to all rolls with that kind of weapon. Alternately, the player may put 1 die into Shotguns and put another in some other Specialization (such as Burnin' Rubber: Motorcycle, etc.). Note: Characters may not start with general skills greater than 6D or Specializations greater than 7D!

Specializations are independent of the skill from which they are derived. If the player later increases the skill, the Specialization does not increase. If the Specialization increases, there is no change in the base skill.

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Advanced skills:

Some particularly complicated skills require two times the normal amount of Character Points to allow for Advancement. They also typically require some other prerequisite skill.

MOJO

Mojo symbolizes the inner strength and resources of a character. It is usually a manifestation of their heroic qualities. Usually, characters may only gain additional Mojo points by spending the ones they have. This is a bit of a gamble, since they will not always regain spent points. At the end of each game session, the GM decides whether the characters regain spent points and if their Mojo will get stronger.

Generally, you may follow the guidelines below:

- If the character spends the Mojo point to perform a heroic act, usually to save someone's life, stop a bad guy, or attempt an action that risk his own life, then he should receive the point back and gain another.
- If the character uses the Mojo point to perform a difficult task, but that is either not very dramatic or heroic, then he should get the point back but not gain another.
- If the character spends the Mojo point to accomplish a relatively normal feat or to just save his own sorry hide, he does not get the point back.

A character may only spend 1 Mojo point per round, doubling all dice pools used in that round (with some exceptions, see Using Mojo).

Finally, if a character has no Mojo points, the GM may decide to grant one after a particularly heroic or risky act (or an act that furthers the character's strong motivation).

Bad Mojo

When a character acts in a particularly villainous manner or is otherwise infected with the Evil, he may accrue Bad Mojo. Bad Mojo has both frightening and tempting aspects. It may be spent, just like a Mojo point, to double all actions in a given ground. But when it is, the character automatically gains another Bad Mojo point.

For each Bad Mojo point after the first that the character accrues, he must roll 1D6. If the die result is less than the current Bad Mojo rating, the character becomes Possessed by the Evil. The player loses control of the character and it becomes a deadite. At that point, it will take on a horrifying aspect, usually with white eyeballs, creepy, dead-looking skin and an overwhelming desire to kill, kill, kill (especially its former friends).

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There is a slight chance that the new deadite may be Exorcised and freed of the possessing Evil. But the Exorcism is difficult and dangerous, and only rarely successful.

ADVANCEMENT

At the end of each adventure, players will usually be rewarded Character Points at the end of an adventure by the Gamemaster. They may keep these CP's for later use or spend them on learning skills.

Increasing skill levels

For normal skills, it costs a number of Character Points equal to the current dice value of the Skill to increase by one pip. Thus to advance from 4D to 4D+1, the player must spend 4 CP's. Specializations cost the current dice value divided in half, rounding up (i.e., moving from 4D to 4D+1 would cost 2 CP's). Advanced skills cost the current dice value x 2. If the character has the skill at "0D," meaning equal to his controlling attribute, he is considered to "know" the skill and advances in this manner.

***Example:** Vern has Shooting Stuff at 6D and wants to increase it to 7D. To do so, he must spend 18 CP (6 for 6D+1, 6 more for 6D+2, and 6 more to go from 6D+2 to 7D). He decides that's too expensive, so he Specializes in Handguns and takes Shooting Stuff: Handguns at 7D, costing him a total of 12 CP instead.*

Learning new skills

To learn a new skill, the character must spend a number of CP's equal to the controlling attribute. If the character does not "know" the skill (i.e., he suffers a penalty when using the skill because he did not choose it at "0D"), the skill starts at a level equal to the controlling attribute.

***Example:** Vern wants to learn the Flying Anything skill. He has a Body of 3D. Thus, he spends 3 CP's and gets Flying Anything at 3D. To increase to 4D, he would have to spend another 9 CP's (see above).*

Learning Advanced Skills

Some skills represent very complex sets of abilities. These skills, referred to as "Advanced Skills" usually have prerequisite skills that the character must first gain proficiency in before the Advanced skill may be chosen.

***Example:** Amanda decides she wants to be physician. She must first meet the prerequisites for Medicine, which are Stopping the Bleeding at 5D, Science 101 at 4D, and Schoolin' at 4D. Assume that she taken those skills at "0D." She has a Brains attribute of 3D, so she must pay $3 \times 3 = 9$ CP's to get First Aid at 4D, then another 12 to get it to 5D. Next, she'll have to spend 9 CP's get Science 101 at 4D, and another 9 to get*

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School' at 4D. Finally, she'll be able to start learning Medicine. She must then pay $3 \times 4 = 12$ CP's to get Medicine at 3D. That's 51 CP's! She'd better start saving those CP's now...

A Note on Eggheads: A Proposed Scholarship Program

I've often noticed that players avoid having a "scholarly" character in many games. Many systems make it easier to be a battle-ready thug than a learned physician. This is probably somewhat close to reality, but it makes for unbalanced games--and punishes those who want to do more than hack and slash. Often specialists, such as physicians, end up helping other characters more than they themselves gain from their own skills.

So I recommend that GM's consider a "scholarship" program for players who want to start out as physicians or some other expensive specialist. Perhaps give them some extra dice at character creation to put into these specialized skills. If it seems that you are imbalancing the game, you can saddle them with deep debts or other problems as a result of their "higher" education.

Improving attributes

To improve an attribute, a character must spend $10 \times$ their current skill value to increase by 1 pip.

IV. ACTIONS & COMBAT

- Taking Actions
 - Time
 - Multiple Actions in a Round
 - Reacting
- Ranged Combat
 - Ranged Difficulties
 - Shooting Multiple Targets
 - Spraying
 - Using Two Guns at Once
- Combat Modifiers
 - Protection
- Melee Combat
 - Hand-to-Hand
 - Stabbing, Slashing, and Bludgeoning
- Damage
 - Lead (Hero) Damage
 - Lackey Damage
- Armor
- Healing
 - Natural Healing
 - First Aid
 - Medical Facilities

TAKING ACTIONS

Time

For much of the game, Game Masters can inform characters as to how much time has passed between events. But for certain actions, such as combat or a skill used under timed conditions, a more accurate method is required.

- **Melee Rounds:** Melee Rounds are about 5 seconds long. In general, a character can take one action per round without accruing penalties.
 - **Individual Initiative:** Characters may act in the order of their Senses or *Paying Attention* scores (from highest to lowest). A character with a higher Senses/*Paying Attention* may choose to Hold his Action, letting someone with a lower initiative act first before he decides what to do.

Multiple Actions in a Round

For every additional action, the character suffers a -1D to all actions taken that

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round. Under normal conditions, a character can take a maximum of 5 actions per round (with a cumulative penalty of -5D to all actions). Some spells allow for more actions per round with reduced penalties.

Any additional actions are considered to be taken in the second segment of the round. Thus, all first actions (by everyone acting in the round) are resolved in the first part of a round and any extra actions are resolved afterwards. Who acts first in a round depends upon **Initiative** (see above).

Example: *Vern is in combat again. He decides he will take two actions: he will attack and Get Out of the Way. He will be -1D to both actions.*

Reacting

Occasionally, a character will need to react to something that has occurred during a round. If the character has already acted in the round, the reaction skill is at -1D for being a reaction and -1D for each action already taken in the round.

Getting Out of the Way and melee combat skills are commonly used as Reaction Skills to avoid damage.

If a Reaction Skill is used while defending from an attack, the dice roll becomes the difficulty the attacker must overcome to be successful, *even if the reaction skill roll is lower than the original difficulty of the attack!*

Example: *Vern is in combat and has already acted once this round. Suddenly, someone shoots at him and he attempts to Get Out of the Way. His Get Out skill is normally 4D, but since he has already acted, it is now 2D (-1D for having already acted and -1D for being a Reaction Skill). The shooter's base difficulty was 10. Vern rolls 2 dice and gets a result of 7. The shooter only needs a 7 or better to hit Vern.*

Full Reactions

If the character decides that the only action she will take in a round is to react, then her Reaction skill roll is attempted with full dice and the result is added to the attacker's difficulty.

Example: *Amanda knows someone is shooting at her from a rooftop. She decides that all she will do this round is Get Out of the Way. She rolls her full 4D gets 15. The shooter must now roll higher than 10 (standard difficulty) + 15 = 25 in order to hit her!*

Applying Reactions to the Entire Round

A single defense roll applies to all ranged attacks in a round. Thus a character need only *Get Out of the Way* once to attempt to avoid attackers using guns, thrown weapons or grenades.

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Parry rolls must be made for **every** attack! Thus, in close combat, if a character is punched four times, he must either attempt four parries using his *Hurting People* or *Stabbing* skills or be take the damage!

RANGED COMBAT

Ranged combat difficulty targets:

Range	Difficulty
Point Blank	Very Easy (1-5)
Short	Easy (6-10)
Medium	Moderate (11-15)
Long	Difficult (16-20)
Extreme	Very Difficult to Heroic (20+)

Shooting at Multiple Targets

Characters may choose to aim at more than one target in a given round. If they do so, they suffer a cumulative -1D when shooting at each target beyond the first.

Example 1: *Amanda is cornered by two drooling deadites. She is armed with a pistol that can shoot up to 3 shots per round. She can either shoot at one without a penalty or attempt to shoot at both. She decides to fire once at both of her attackers. Her total dice penalty is -1D to the first shot (the penalty for taking multiple actions) and -2D to the second shot (the penalty for multiple actions + the second target penalty).*

Example 2: *Amanda is cornered again, this time by three skeletal warriors. She decides to fire once at each (3 actions, 2 additional targets). She suffers a -2D to her first shot (for the two additional actions), a -3D to the second, and a -4D to the third!*

Spraying Bullets

Some weapons, such as fully automatic machine guns, allow the bearer to spray bullets at an enemy. This has a variety of advantages and disadvantages:

Advantage	Disadvantage
Shooter gets +1D to hit and does not suffer any penalties for aiming at multiple targets in a round.	The shooter may potentially hit anyone in the direction in which he is pointing the gun (including allies and innocents). If the shooter is trying to avoid hitting a friendly target, add 15 to the difficulty number to hit. If the shooter rolls less than 15 over the standard difficulty (dependent on range), he hits the friendly target as well. Roll damage normally. Uses ammunition more quickly. If the attack is successful, roll one less die for damage.

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Using two guns at once:

Advantage	Disadvantage
Shooter does not suffer any penalties for shooting at more than one target in a round without declaring a "Spraying" action (see Spraying Bullets below).	Shooting a second weapon counts as an action (resulting in an additional -1D to each action in the round).
Both first shots are fired in the first segment of the round (if one gun is shot twice, the second shot is considered to go off in the last part of the round, after all other first attacks have been resolved).	Shooter suffers an additional -1D to any shot taken with his or her "off" hand.
Permits the character to fire the maximum number of bullets from both guns in a round (thus, is a shooter is using two pistols which may fire 3 times in a round, she can shoot 6 times total in the round).	If someone using two guns stops to reload, they must take an additional action to stow one gun while the other is reloaded. There is no additional action if the "extra" gun is thrown away.

COMBAT MODIFIERS

A number of factors can affect a character's chances to succeed in combat. Smoke may obstruct a target, oil on the floor may make dodging more difficult, etc. Following are a number of modifiers Game Masters may choose to apply in the game.

- **Drawing Weapons:** Drawing a weapon counts as an action in a round (all other actions are at -1D this round).
- **Reloading Weapons:** The time required to reload a weapon varies depending on the type. Most require 1 action to reload. See the weapon descriptions in the Equipment section.
- **Targeting Systems:** Some weapons, usually in aircraft or tanks, have targeting systems that help the gunner. These depend on the weapon type and quality.
- **Rate of Fire (ROF):** This statistic is given for each weapon. A weapon cannot be fired more times than its ROF in a round, regardless of the number of actions the character takes.
- **Called Shots:** Attackers can make a "called shot" against a specific target, such as a particular part of a target's body (a hand, head, etc.) or a small item. Add +1D to the difficulty for a target 10-50 cm (approximately 3-18 inches) long. Add +4D to the difficulty for a target 1-10 cm long. Add +8D to the difficulty for a target less than a centimeter long.
- **Cover:** Provides a target with some protection from detection and attack. Add the following modifiers to attempts to detect or hit a target, when appropriate

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Visual Cover	Modifier to Difficulty
Light Smoke	+5
Thick Smoke	+10
Very Thick Smoke	+15
Poor Light	+5
Moonlight	+10
Complete Darkness	+20

Characters can also hide behind objects, such as walls and vehicles, which provide protection against attack. Add the following modifiers depending on how much of the target is covered.

Target is	Modifier
1/4 covered	+5
1/2 covered	+10
3/4 covered	+15
Fully covered	If cover provides protection, attacker cannot hit target directly. Damage is absorbed by the item giving protection, until it's Body rating is depleted (see Protection below).

Protection: Inanimate objects have a strength rating to resist damage. When the protection takes damage, roll its body strength..

Sample Protection	Body Strength
Flimsy wooden door	2D
Standard wooden door	3D
Standard metal door	5D
Reinforced door	7D
Blast door	10D

If damage exceeds the Body Strength roll of the protection, consult the table below to see the condition of the protection:

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Damage > Body Strength Roll	Protection is:
0	Not seriously damaged
1-5	Lightly damaged
6-10	Heavily damaged
11-15	Severely damaged
15+	Destroyed

A character behind protection may suffer some damaged depending upon how badly his protection is damaged. Subtract dice from the attack's damage based on the chart below.

Protection is:	Reduce weapon's damage by:
Not seriously damaged	Character is completely protected
Lightly damaged	-4D
Heavily damaged	-2D
Severely damaged	-1D
Destroyed	Character suffers full damage.

Armor: Armor protects the wearer from damage. In the game, add the value of the armor to the Body roll of the character suffering damage. See the [Equipment](#) section for different armor types.

MELEE COMBAT

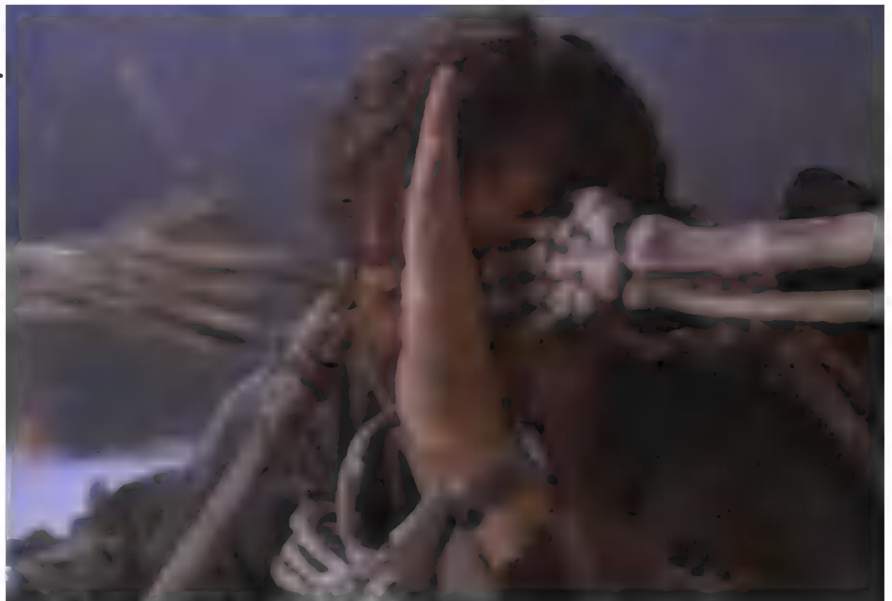
HAND-TO-HAND COMBAT

Striking:

The standard difficulty to hit with *Hurting People with Your Bare Hands* roll is Very Easy (5). Damage is equal to the character's Body roll + 1D per Effect Value (see [Effect Value](#)).

Blocking:

Character's may attempt to block an attack using their *Hurting People with Your Bare Hands* skill. Players must declare they will be



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attempting to block before the attack occurs. If they do not, they suffer an additional -1D when attempting to block.

Example: *Vern is in a brawl with a drunken lout in a bar. He decides to strike but forgets to "hold an action" in case he needs to block. The lout takes a swing and Vern decides he had better try to block. He must roll Hurting People at -2D. If his blocking roll is higher than the lout's attack roll, he will have parried the blow. If not, he may take damage.*

Example: *Somewhat bruised from last round, Vern decides he will hold an action this round in case he needs to block. This means he is -1D to both his attack and blocking roll.*

MELEE COMBAT

Melee Combat is handled much the same way Hand-to-Hand Combat is, except that the characters involved use *Stabbing, Slashing & Bludgeoning* and are armed with handheld weapons.

A character armed with a weapon may use it to block an unarmed assailant.

DAMAGE

When an attacker successfully hits his target, he rolls the appropriate number of dice to designate damage (see the weapons list in the Equipment section). Ranged weapons do a set amount (e.g. a Heavy Pistol does 5D damage). Melee weapons do a the bearer's Body + additional dice for the weapon type + 1D for every 10 EV points.

In Evil Dead D6, different types of characters take damage differently. Think of it as cinematic effect: "lead" characters like the player characters, strong villains, and important non-player characters are harder to kill and maim. The use the Lead Character Damage Table below. Other, supporting characters, or "lackeys," do not fare so well and consult the Lackey Damage Table. A single shot or blow is often enough to kill or maim them. Of course, deadites can often take a great deal of "maiming" before they are completely destroyed...

Damage for Lead Characters

The targeted character then rolls his Body dice and adds any armor value, if armor is worn. If the target's Body roll is greater than the attacker's roll, the she had resisted the damage. If not, consult the table below for results:

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Damage Roll > Body Roll	Effect	Description
0	Quick Stun	Character suffers a -1D to all skill and attribute dice used in the character's next action. If a character suffers a number of stuns equal to her Body, she falls unconscious for 1d6 minutes.
1-5	Stunned	Character suffers -1D to all skill attribute dice used in this round and the next. If a character suffers a number of stuns equal to her Body, she falls unconscious for 1d6 minutes.
6-10	Wounded	Characters fall prone and can take no actions for the rest of the round. The character suffers a -1D to all skills and attributes until healed.
11-15	Seriously Wounded	Falls prone and is in pain. -2D to all actions.
16-20	Mortally Wounded	Falls prone, and heavily dazed and will remain that way until healed. -3D to all Attribute and Skill checks.
21+	Dying: Falls unconscious or dies.	Unconscious and must make Body or Tough Guy checks to remain alive (See below).

The Big Good-bye: If a character is *Dying*, he must roll a Moderate Body or Tough Guy check once per 5 minutes. If you fail, you will die in 5 minutes. CP's can be spent freely to make these rolls. Once CP's are spent, a character may spend Mojo. Each Mojo point buys you 10 minutes of time. Once you're out of CP's and Mojo, you're pretty much screwed buddy....

Pulping: Cruel GM's may decide that if the Damage roll is more than 25 points higher than the Body roll, the character's body is "pulped," or completely destroyed instantly. This is a major bummer for characters, as you might imagine, but it makes for a cinematic moment...

Lackey Damage

Players will often come face-to-face with large groups of shuffling zombies, rattling skeletons and other deadite scum. They will have to dispatch large numbers of them to get at the real villains and stronger Evils that must be defeated. This makes for a great deal of hacking, slashing, blowing away, and blowing up. It's also a lot of fun.

When a lead character attacks a Lackey, consult the table below:

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Damage Roll > Body Roll	Effect	Description
0	Quick Stun	The Lackey suffers a -1D to all skill and attribute dice used in its next action.
1-5	Wounded	The Lackey takes a solid blow and shows some damage. It will be -1D to all rolls until healed.
6-10	Seriously Wounded	The Lackey is knocked off its feet and loses a limb. It will be -2D to all rolls until healed.
11-15	Chunky Damage	The Lackey falls prone and loses either a major part of its body or its head. It is at least -3D to all actions. Note, even decapitated deadites may still attack often times!
16-20	Pulped	The Lackey's body is destroyed and cannot be resurrected except by the most powerful of magicks.

Armor

Characters may choose to wear Armor to provide them with some protection against damage. The Armor Value of the protection is added to the wearer's Body dice when attempting to resist damage. Different types of armor are listed in the Equipment section.

***Example:** Vern is wearing leather clothing, which provides +2 pips to his Body rolls to resist damage. A skeletal archer shoots and hits him for 10 points of damage. Vern has a Body of 3D and adds +2 for the armor, getting a total of 16. He takes no damage from the arrow!*

HEALING

Characters can heal in a variety of ways, but the three most common methods are natural healing, first aid kits, and professional medical facilities.

Natural Healing:

A character can heal naturally, but this process is both slower and riskier than getting medical care. The character must rest a specified amount of time and then can make a healing roll: the character's full Body or *Tough Guy* skill to see if the character heals.

Healing characters can do virtually nothing but rest. A character who tried to work, exercise or adventure must subtract -1D from his Body when he makes his

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healing roll. Any character who opts to "take it easy" and do virtually nothing for twice the necessary time may add +1D to his Body to heal.

A wounded character may roll once per day for healing:

Degree of Injury	Difficulty of Body Roll	Result
Stunned, unconscious	Moderate	Revives.
Wounded	Difficult	Patient healed.
Seriously Wounded	Very Difficult	Patient raised to Wounded .
Mortally Wounded	Extremely Difficult	Patient raised to Seriously Wounded.

First Aid Kits

First Aid kits usually have bandages, antiseptics, anti-inflammatories, painkillers and other lightweight medical supplies. A standard kit can be used two times before needing to be restocked.

A *Stoppin the Bleeding* roll is required to use a First Aid kit. The Difficulty depends on the severity of the patient's injury:

Degree of Injury	Difficulty	Result
Stunned, unconscious	Very Easy	Revives patient.
Wounded	Easy	Patient healed.
Seriously Wounded	Moderate	Patient raised to Wounded.
Mortally Wounded	Difficult	Patient raised Seriously Wounded.
Killed	Unearthly (50) (must be attempted the round after the patient has been killed.	Patient is Mortally Wounded.

If the *Stoppin the Bleeding* roll is unsuccessful, the character's condition remains the same. If the *Stoppin the Bleeding* roll misses the difficulty by more than 10 points, the patient remains the same and another *Stoppin the Bleeding* roll cannot be made for another 24 hours.

Multiple *Stoppin the Bleeding* attempts can be made on a patient within a single day, but the Difficulty increases one level for each additional use.

Medical Facilities/Emergency Rooms

Most modern American cities have fairly advanced medical facilities, though some of the far-flung towns are more limited. Keep in mind that if players travel to

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different time periods or dimensions, medical options will likely be much more crude.

Advanced medical facilities may be used to treat serious diseases, attempt surgery, and save back mortally wounded patients.

To use these facilities, a character must have the Medicine (A) skill.

Degree of Injury	Difficulty and Time
Wounded	Very Easy with 1D hours of care.
Seriously Wounded	Easy with 4D hours of care.
Mortally Wounded	Moderate with 1D days.
Dying	Difficult (20) with 2D days.
Killed	Unearthly (50) with 10D days.

V. ATTRIBUTES & SKILLS

I have presented many skills in Evil Dead D6 differently than those in West End Games' games or my own conversions. To keep the simple, cinematic feel, many individual skills have been aggregated into single talents. For example, Firearms, Missile Weapons and Heavy Weapons have been condensed in the easy-to-remember *Shooting Stuff*. Accuracy and reality are not major considerations of this game--ease of play is. As always, GM's should tinker with these rules as they see fit, but I just wanted to let you know what I was aiming for with these rules...

Attributes:

Attributes represent a character's physical and mental characteristics. Each Attribute controls a number of skills whose starting level depends on the current score of the Attribute (see Character Creation).

- **Body:** a measure of the character's physical development: strength, dexterity and stamina.
 - Burnin' Rubber
 - Flyboy/girl
 - Getting Out of the Way
 - Hurting Stuff with Your Bare Hands
 - Jock Skills
 - Riding Big Hairy Beasts
 - Shooting Stuff
 - Stabbing, Slashing and Bludgeoning
 - Tough Guy
- **Brains:** indicates mental capacities, such as raw intelligence, educational development, and memory.
 - Blowing Stuff Up
 - Fixing Stuff
 - Hocus-Pocus
 - How Not to Die in the Wild
 - Languages
 - Medicine
 - Nerd Skills
 - Schoolin'
 - Science 101
 - Scrounge
 - Stopping the Bleeding
 - Thieving
- **Senses:** represents one's instincts and perception, as well as one's "gut feelings."
 - Barkin' Orders
 - Cheap Bastard
 - Lying, Mooching and Cheatin'

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- Paying Attention
- Sneaky
- Stubborn Jackass
- Talkin' Pretty

Terms:

Skill name: Aside from just the skill name, the skill may be designated as (A)dvanced or (S)pecial. Advanced skills usually require prerequisites and are more difficult in which to gain levels. Special skills are particular for some other reason, usually because there are certain rules that apply only to those skills.

Prerequisites: Any skills and their levels that must be attained before the skill in question may be taken.

Time of Use: Amount of time that passes while the character attempts the skill (regardless of whether or not it is successful). This can be highly variable and depends on the GM's discretion. An action that takes 1 round means that it is the only skill the character can attempt in that round. An action that takes "1 action" can be attempted in conjunction with as many other actions as the character can perform in one round. Other attempts may take anywhere from a minute to days (*Scrounge*, for example). Difficulty numbers may vary depending on time spent as well.

Difficulty: This gives an approximate Difficulty level to successfully use the skill. GM's should vary this depending on the situation: including stress, available tools, amount of time dedicated to the task, familiarity with the situation and other factors.

Description: A (hopefully) brief description of what the skill does includes and other notes.

If a skill is listed by not given any other information, assume that it is available in one of West End Games' products (probably the Star Wars books, 3rd Edition).

BODY

Burnin' Rubber

Time Taken: One round.

Specializations: Particular types of vehicles, such as Motorcycles, Jeeps, Hovercraft, etc.

Every hero needs a valiant steed, and chances are yours is a Ford Pinto. But it's now about the size of the wheels, right? It's all about the heart of the wheelman (or woman). With this skill, you can steer through a rush of oncoming traffic, plow your Toyota Corolla through a horde of undead skeletons, or attempt to leap your motorcycle across a screaming cavern opening up to some hell dimension. Yee-haw!

Flyboy/girl

Time of Use: 1 action.

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Specializations: Particular models of machinery within the chosen category.

With this skill, our hero can get into anything that flies, punch a few buttons and be off--provided that the engine works, the wings are still attached and there's fuel in the tank.

Getting Out of the Way

Time Taken: One action. See the Combat section for full Dodges.

Specializations: None.

Getting Out of the Way represents a character's ability to avoid attacks, falling rocks, and the other myriad of physical dangers sure to be aimed at them during their adventures.

Hurting Stuff with Your Bare Hands

Time Taken: One action.

Specializations: none.

Difficulty: Easy (10)

Hurting Stuff covers all basic hand-to-hand combat (see Combat). It's everything from graceful martial arts to sloppy, barroom brawling. Style ain't important when a deadite zombie is tryin' to suck your soul out of your eyeballs...

Jock Skills

Time Take: One action (but GM's may decide to that some Jock actions require more time)

Specializations: Jumping, Climbing, Running, Throwing

Difficulty: Generally Moderate (15), but varies greatly depending on the act attempted and conditions. Some Difficulty charts are given below:

You were a jock in high school and those skills are serving you well. *Jock Skills* covers all the basics: running, jumping, climbing and tumbling. All of them are handy when running from an army of the undead.

Difficulties for Jumping may be found to the right:

Jumping Difficulties	
Difficulty	Approximate Distance Covered
5	Horizontal: about 2.5 feet. Vertical: about 3 feet.
10	Horizontal: about 4 feet. Vertical: about 4 feet.
15	Horizontal: about 6 feet. Vertical: about 5.5 feet.
20	Horizontal: about 10 feet Vertical: about 6 feet
25	Horizontal: about 15 feet. Vertical: about 7 feet
30	Horizontal: about 20 feet. Vertical: about 8 feet
35	Horizontal: about 25 feet. Vertical: about 10 feet.
40	Horizontal: about 30 feet (this is about the current world record). Vertical: about 12 feet.
50	Horizontal: about 40 feet. Vertical: about 15 feet.
Beyond 50, a jumper may only achieve these distances if aided by magic or technology. Even Mojo Points and CP's should not be permitted to carry a jumper this far.	
60	Horizontal: about 75 feet Vertical: about 35 feet.
70	Horizontal: about 100 feet. Vertical: about 50 feet.
80	Horizontal: about 125 feet. Vertical: about 75 feet.
For each additional 5, add about 25 feet to the result.	

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Difficulties for *Lifting* may be found below:

Weight of Object	Difficulty
20 pounds	Very Easy (5)
50 pounds	Easy (10)
75 pounds	Moderate (15)
100 pounds	Difficult (20)
150 pounds	Very Difficult (25)
200 pounds	Heroic (30)
Increase Difficulty by 5 for each additional 50 pounds	

Ride Big Hairy Beasts

Time of Use: 1 action.

Specializations: Particular animals.

Difficulty: Easy to Moderate for tamed beasts with some riding tackle. Moderate to Difficult for more ornery beasts and cruder conditions. Difficulty may also increase if the animal suddenly rears, riding conditions are harsh, or other obstacles complicate the effort.

Actually, this skill covers all riding--so it may be extended to Big Scaly Beasts, Big Bony Beasts, and all the other Big Beasts that someone might try and throw a saddle over. This skill may also be used when the character tries to handle or treat such animals.

Shooting Stuff

Time Taken: One action.

Specializations: Particular weapons classes. Flamethrowers, Shotguns, Assault Rifles, Handguns, etc.

In Evil Dead D6, we're not real worried about the peculiarities of particular firearms. This skill covers anything you can pick up, aim, and fire at the undead bastards. That's all that's really important, after all.

The Difficulty for a particular attempt depends on the weapon type and the range, as well as other factors outlined in the Combat section.

Stabbing, Slashing and Bludgeoning

Time of Use: 1 action.

Specializations: Particular weapon "classes": e.g., swords; small pointy things, blunt objects; power tools etc.

This is the skill to go to when you have to pick up whatever is handy--a crowbar, chair, an old book, whatever--and smash it against the unholy shell of some hell-beast. Use it often, use it well.

The Difficulty for this skill depends on the weapon used, the attack attempted, and a few other factors outlined in the Combat section.

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Tough Guy (A)

Time of Use: 1 round.

Specializations: Particular forms of physical duress: Drugs, Pain, Exhaustion, etc.

Difficulty: Easy for mild duress (short sprints, trying to stay away late one night, etc.). Moderate for more powerful stresses (the effects of a lot of alcohol, trying to stay away after a good deal of physical activity, etc.). Difficulty for intense situations (fighting off deadite infection, staying awake after days without sleep, etc.).

A *Tough Guy* (or *Gal*) has an unusual physical resiliency to outside duress, such as pain or drugs. It may also be useful when his body attempts to fight off deadite infection, which really sucks by the way.

BRAINS

Blowing Stuff Up

Time of Use: 1 action to several minutes.

Difficulty: Depends on action attempted. Generally Easy to create small bombs, Moderate to diffuse standard explosives.

Need to slap together a pipe bomb? Want to detonate a few pounds of dynamite right under some deadite hell-beast? Just like playing with firecrackers? This here is the skill for you. Just make sure you measure the fuse right...

Fixing Stuff

Time of Use: 1 round to several minutes.

Specializations: Fixing particular objects such as cars, weapons, or computers.

Someone with *Fixing Stuff* can get almost any mechanical object working again, at least for a few minutes. GM's may vary the amount of time a fixed machine will continue to work depending on the success of the character's attempt.

Attempted Action	Difficulty
Getting a decent, but malfunctioning, car started	Easy (10)
Fixing the heat sinks on an old computer so it will run without overheating.	Moderate (15)
Working out the kinks in an old elevator that won't budge.	Difficult (20)
Re-attaching a wing to a busted up airplane	Very Difficult (25)
Re-wiring a newly discovered and extremely complex experimental technology.	Extremely Difficult (30)

Hocus-Pocus (A).

Time of Use: 1 round.

Specializations: Particular forms of Magic: Ancient Texts; Artifacts; Alchemy; Spiritual Channeling, etc.

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Prerequisites: Languages: Ancient 4D; Schoolin' 4D.

Difficulty: Easy to recognize "common" or well-known artifacts, spells and demons (i.e., the Ark of the Covenant, the Devil). Moderate for more unusual items (i.e., the Necromonicon, the Hand of Glory). Difficult for the darkest and most secret magicks (i.e., Cthulu's slumbering place, etc.).

Hocus-Pocus covers the gamut of magic-related knowledge. Most normal folks don't know squat about the magical world, demons, and arcane relics. But this character has studied available arcane treatises, can perform at least some basic ritualistic spells, and can recognize a demonic incantation after a bit of study. Of course, they sometimes make the mistake of saying the incantation aloud before they realize what they're saying and unleashing untold hell on Earth. But them's the breaks...

See the Magic section for information on using *Hocus-Pocus* to cast ritualistic spells.

How Not To Die in the Wild

Time of Use: One roll should represent 1 "event."

Specializations: Particular habitats: Forest, Jungle, Urban, Aquatic, Desert, Arctic, etc.

This character has the suite of skills necessary to survive out in adverse conditions. She knows which mushrooms are edible and which ones will drive you blind and insane with hallucinations. She can make a passable shelter out of twigs and mud, capture water in the petals of flowers, and rig up small traps to capture bunnies for dinner. She also knows how to navigate by landmarks and the stars, to avoid getting lost. Good stuff if you're chased into a deep, dark wood with no real hope for rescue...

Languages

Time of Use: 1 round.

Specializations: Particular languages.

Difficulty: Easy to read basic texts; Moderate to Difficult for more complicated treatises and grimoires. Moderate to speak fluently. Difficult to speak without an accent.

Languages represents the breadth of a character's knowledge of earthly linguistics. For each die invested in Languages, the character may pick one language in which he is fluent (+10 to all rolls with it). All characters are considered fluent automatically in their native tongue.

One Specialization offered is "Ancient Tongues," which indicates a character's familiarity with dead languages such as Summarian, Babylonian, etc. The character read texts written in these languages and perhaps pronounce a few words in an uncertain stutter.

Medicine (A)

Time of Use: 1 round to several hours or days.

Prerequisites: Science 101 4D, Stopping the Bleeding 5D, Schoolin' 4D

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Specializations: Particular areas: cardiology, optomology, etc.

Difficulty: Depends on action attempted. 5 to render basic aid. 10 to perform advanced aid (patient is Mortally Wounded). 15 to perform light surgery. 20 for basic surgery. 25 for invasive surgery or to diagnosis a rare disorder. 30 for experimental or novel work.

Special: Though Medicine is under Brains, when the skill is taken, it is at 1D (not the character's Brains skill). At 1D will be considered a medic or med student. At 2D, a registered Nurse or an intern. At 3D, a doctor. At 4D, a specialist or experienced doctor. At 5D and above, the doctor will have a good reputation in the field, perhaps even be world renowned.

Medicine represents the whole of medical sciences, from advanced medic procedures, to surgery, to experimentation and development. When a character uses the Medicine skill to perform first aid and basic field/emergency procedures (including light surgery), it is added to the character's Stopping the Bleeding skill. Furthermore, it may be added to Sciences 101 rolls when performing biological experiments. Finally, it may be added to Nerd Skills when doing a medical research in libraries or with a computer.

Penalties may accrue when working in substandard conditions.

Nerd Skills

Time of Use: 1 round.

Difficulty: Depends on the action taken.

Yeah, I know it's not nice to generalize, but you know as well as I do that gross, unjust generalizations make our lives easier every day. So, here's one: *Nerd Skills* includes all those skills you might normally associate with a nerd (of which I am one, by the way): using computers, researching stuff at the library, and knowing the difference between a Vulcan and a Klingon.

Schoolin'

Time of Use: 1 round to several hours.

Specializations: Particular areas of study.

Schoolin' indicates whether the character actually paid attention in high school and bothered with college. Characters may make Schoolin' checks in areas that require general knowledge, such as Geography, History, Greek mythology, basic mathematics, etc. This differs from *Sciences 101* in that the knowledge is not generally applicable to real problems in front of the character--it only indicates that the character has a very general knowledge.

The table below gives a rough idea of what each level in Schoolin' represents. Note that it is not necessary to go to college to have a level 3 or 4 *Schoolin'*, it just means that the character has invested time in learning on his own (in fact, lots of people who graduate from college never paid much attention and might only have a level 2 *Schoolin'*).

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Comparative Schoolin' Level	Schooling Equivalent
1	Elementary School
2	High School
3	College
4	Post-graduate studies
5	Advanced studies
6	World reknowned scholar
7	Revolutionary scholar

Science 101

Time of Use: 1 action (to several hours, depending on the action).

Specializations: Particular fields of study: Physics, Chemistry, Biology, etc.

Difficulty: Easy (10), but increased for more complex or obscure scientific theories.

Science 101 represents knowledge in fields such as physics, mathematics, chemistry and biology. This can be used to whip up basic chemistry experiments (or very basic explosives), figure out the arc of a projectile, or examine a fossil and make a guess at what it was adapted to do.

Scrounge

Time of Use: 1 round to several hours (GM's discretion).

Specializations: None.

Difficulty: Moderate (15). Modify for available resources to scrounge in (dumps are better than jail cells).

Scrounge is the ability to find useful things just about anywhere. Need a broken television? A battery with some juice still in it? This is the skill for you. Find both useful things and semi-valuable junk. With the right skills, you may find just the part you need to get your car, toaster or mechanical hand working again...

Stopping the Bleeding

Time of Use: 1 round

Difficulty: Depends on the injury and available supplies. See the Combat: Healing section.

If you can plan on anything in Evil Dead D6, you can plan on getting hurt. You will be gouged, punched, scratched, and maybe even have to cut off one or your own limbs. Sound fun? Well, when it happens, you'll be bleeding. And blood only attracts more evil scum, so you may want to know how to stop it. *Stopping the Bleeding* includes all general first aid and emergency medical skills needed for bandaging wounds, setting bones, and performing CPR. More advanced stuff will required training in the Medicine skill.

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Thieving Slimeball

Time of Use: 1 round to several minutes.

Specializations: Various skills of ill-repute skills: Pick Pockets, Lockpicking, Circumventing Security; Scoring Drugs, etc.

Difficulty: Generally Moderate (15). Varies widely depending on awareness or quality of the thief's target.

An *Thieving Slimeball* has a history of juvenile delinquency, petty crimes, and criminal ties. This character has learned the skills to break the law in (usually) discrete ways: stealing, breaking and entering, fencing stolen goods, etc. It may not sound heroic, but it beats minimum wage at the S-Mart.

SENSES

Barking Orders

Time of Use: 1 action.

Specializations: Particular units: Civilians, Military Squads, Kindergarteners, etc.

Difficulty: Very Easy for familiar troops in calm situations. Moderate for strangers in stressed situations. Difficult for extreme conditions.

You like to tell people what to do and they usually listen. It's not just about giving good orders, it's about giving orders good. Good and loud that is. An imperative skill when you're trying to organize a bunch of freaked out villagers to fend off a deadite horde.

Cheap Bastard

Time of Use: 1 action.

Specializations: Value and haggling over particular items: Books, Weapons, Used Cars, etc.

Difficulty: Easy to Moderate, depending on the value of the item being haggled over. Can be an Opposing Roll against an opponent's Cheap Bastard skill.

This character knows the value of a buck, perhaps a bit too well. You know what things cost and what you're willing to pay, and you're more than happy to dicker over price and quantity until the cows come home. Sure, it annoys your friends when you figure out the check and never leave more than 15% tip. But, when they want to buy a used car, appraise the value of their house, or go toe-to-toe with a sleazeball salesman, you're the first one they call.

Lying, Mooching and Cheatin'

Time of Use: 1 round to several.

Specializations: None.

Difficulty: Easy for particularly gullible audiences. Moderate for mildly distrustful ones. Difficult for paranoid and suspicious targets. GM's may permit a target to make a Stubborn Jackass Opposed Roll. GM's may also modify the Difficulty depending on how well the player role-plays his Lying and Mooching

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attempt.

When a character *Lies and Mooches*, he's trying to skate by on something less than the truth. It may not be an out-right lie, but it certainly ain't the dialogue of saints. This character also knows how to play a system, cheat at cards, and forge documents. In general, he's got a natural knack for being a dishonest slimeball. Ah, there are worse things in this dark and horrible world....

Paying Attention

Time of Use: GM's discretion. It depends on how large the area searched is and what is being sought.

Specializations: None.

Difficulty: Easy to Moderate, depending on conditions (available light, sounds, distractions, etc.). Can be an Opposed Roll to someone's *Sneaky* attempt.

This skill represents how aware a character is to her surroundings. Does she just stumble through life oblivious, or does she jump at every small sound? *Paying Attention* can be both a blessing--helping to avoid ambushes, pick up small clues, and sense oncoming threats--and a curse. But if you don't pay at least some attention, chances are you'll be dead before dawn...

Sneaky

Time of Use: 1 round.

Specializations: Type of habitat in which character seeks to be *Sneaky* in: Forest, Urban, Aquatic, etc.

Difficulty: Easy to Difficult, depending on conditions (light, dried leaves on the ground, etc.)

A *Sneaky* character knows how to move around unnoticed. It includes the ability to move silently, hide in shadows, and to go unnoticed in a crowd. The character may also attempt to disguise himself or just generally pass without any traces. Often, *Sneakiness* will be the difference between escaping a deadly enemy and a perilous brawl.

Stubborn Jackass

Time of Use: 1 action. May sometimes be used to oppose mind control/persuasion attempts without requiring an additional action.

Specializations: None.

Difficulty: Generally used in opposition to some outside force, which will set the Difficulty. Otherwise, default to Easy (10).

A character who is a well-developed *Stubborn Jackass* as a firmly constructed world view that borders on monomaniacal or self-righteous. He's hard as hell to convince of damn near anything. While this can make him a pain in everyone's ass, it can also save his life. He's less likely to be swayed by fear, temptations from evil, and other human weaknesses of the spirit.

Talkin' Pretty

Time of Use: 1 round.

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Specializations: Various forms of persuasion: Negotiations; Seduction; Debate, etc.

Difficulty: Easy for a friend audience, Moderate for mildly distrusting or audiences of strangers, Difficult for openly hostile audiences. GM's may permit targets to make a Stubborn Jackass roll to avoid being swayed.

A character who knows how to *Talk Pretty* can win over the hearts and minds of anyone willing to listen. Well, almost anyone.

VI. MAGIC & RELICS

Magic in the world of the Evil Dead is dark, dangerous and only rarely wielded by human hands. It consists of ritualistic spells and complex alchemical potions. On occasion, characters may find magical items that provide wondrous abilities or cause nightmarish harm.

- Ritual Magic
 - Reading Dusty Old Books
 - Gathering the Goods
 - Saying the Magic Words
 - Botching a Casting
 - Effects of Casting
- The Reliquary
 - Grimoires
 - Artifacts

Ritualistic Magic

Ritualistic magic involves nearly all spells that are cast from reading a scroll or book, or reciting memorized words while inside a specially prepared area (such as a circle of power, a pentagram, a blessed tabernacle, etc.). They usually require three main elements: 1) A magical text; 2) Symbols and/or magical reagents; and 3) Recital of an incantation. Because magic rituals exist for nearly any kind of spell, these rules focus on the process of researching and casting a ritual rather than specific spells which may be cast. GM's should provide opportunities for spell-casting as the plot requires, not, generally, as players desire.

Reading Dusty Old Books

A character must first research the spell to be cast. This usually begins with an inquiry or statement from the player as to what the desired effect will be. The GM will then decide the difficulty of the research--depending on the obscurity and age of the spell, the power of the intended result, and means of research available to the character. Then, the character will roll a *Hocus-Pocus* check against the Difficulty. If successful, the character will find the necessary texts and a list of needed materials.

***Example:** Romanov, a Creepy Old Guy (COG?) who sometimes advises Vern on how to best battle the deadites, finds out that the Black Book of Agrippina has a spell that will banish the local deadites back to Hell, at least temporarily. He must research where the Black Book can be found and the magic words required to cast the spell. The GM decides that*

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the Black Book is pretty well known, so it will only be a Moderate Hocus-Pocus check for Romanov to find out the necessary information.

Gather the Goods

Once the character has researched the problem, he must still acquire the necessary materials. This may require additional research, investigation, bargaining, theft, or manufacturing time.

Example: Romanov manages locate a copy of the Black Book now in the library of a local occultist (what luck!). He tells Vern that he must secure the book at all costs and that the deadites are probably closing in on the Book by the moment. Vern loads up his Pinto with a couple of friends and lots of ammo, and rushes on over to "borrow" the book.

Say the Magic Words

Once the materials are gathered, they must be properly put into place and the magic words must be incanted properly. If the text is in an Ancient Language, the GM will have the character make a *Language: Ancient* check. Then, the character must make an *Hocus-Pocus* check. Again, the GM adjusts the difficulty for the degree of preparation, the complexity of the spell, and potency of the outcome. If the check is successful, the spell will be cast and the desired effect will manifest (hopefully).

Example: The GM tells Vern that the Black Book is written in Latin, so Vern will have to make a Languages: Ancient check of Moderate to even read the spell. The GM sets the casting Difficulty at Moderate (15) and Vern will use his Hocus-Pocus skill to attempt the ritual. Vern's Hocus-Pocus is only 3D, and his roll is only a 12! Vern fails to open the vortex and can hear the shuffling feet of zombies getting closer and closer...

It is also possible for someone to tell the caster EXACTLY what to say when holding the magic book or implement in order to cast the spell. The GM should tell the character what to say and then have him repeat it when it's time for the spell to be cast. If the player cannot repeat it, the spell will fail. If a character is reciting magical words from memory, increase the casting Difficulty (the *Hocus-Pocus* roll) by 5.

Botching the Casting

Given their complexity, spells are easy to mess up. And when you mess up with magic, you usually mess up bad. When



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a casting fails, it will either have no effect at all (it just sort of fizzles out) or it will go wrong in some unpredictable and unpleasant way. Generally, the worse the failure, the more grave the consequences. If a character Botches (rolls a 1 on the Wild Die, followed by a 6 on the subsequent roll), then something spectacularly wrong has occurred. The demon villain will be strengthened, the hero will be turned into a toad, you'll open a rift to some hell-dimension full of hungry, drooling dog-men. You get the picture. So be careful kids.

The Costs of Casting

All magic has a cost associated with it. Sometimes, the spell will be so trivial that the caster will not notice the loss. But when a major spell is attempted, the character will exhaust herself with the effort. Whenever a spell is attempted, the caster (or casters) must make a Tough Guy check against the Difficulty of the spell. She will suffer exhaustion as if it were Wound Levels if her roll is less than the Difficulty number (i.e., as if the Difficulty Level value were damage and the Tough Guy roll were a Body check). No actual damage will be done, but the character will suffer the appropriate penalties to all her actions until she rests (1/2 hour per "Wound" Level). If she reaches Incapacitated or Mortally Wounded, she will pass out for a brief period (1/2-1 hour). If she suffers enough "damage" to be "Dead", she will fall into a coma and require medical assistance.

THE RELIQUARY

It is quite likely that characters will come into contact with magical items and implements during their struggle against the deadites. Most often, these arcane items will look like dusty old books or gold-plated museum-pieces. But, with the proper knowledge, a character may make use of the items to stave off the deadite invasion.

Design note: People with any real knowledge in this area will quickly find that while I have used the name of some real books and items, I have conveniently abused all other relevant data such as authorship, publication date, language and contents. In my meager defense, this is all to add content to the game, not provide a historical reference for occult items. There are smarter, more reliable folks you should be looking to for that sort of thing.

Grimoires

Since man first began writing, he scribed treatises on the wonders of the known and unknown world. From cave paintings, Egyptian hieroglyphics, to internet sites, spells and arcane knowledge remains contained in the written word. Below is a list of some of the more famous magical texts players may encounter. This list is intended to help GM's structure their campaigns. Often, an entire campaign may focus on acquiring and using just one of these texts. See my [Links](#) section for some other websites that discuss magical texts with varied seriousness.

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The Necromonicon ("Al Azif")

Author: Abdul Alhazred (The "Mad Arab")

Language: Ancient Arabic and the secret language of Cthulu. Translations have been made into Ancient Greek, Ancient Latin, Old Spanish, and, perhaps, modern English.

Est. Publ.: 720 AD.

Availability: Extremely Rare. Perhaps only one "true" copy exists today. Tragedy tends to befall any man who holds the book too long.

Contents: Demonology; Exorcisms of demons, Spells to raise and control the dead and other deadites; Rituals to open time-space portals.

Powers: Can be used to exorcise demons, raise a deadite army (even by accident!), and open space-time portals. Likely many other powers.

The Necromonicon has some kind of life of its own, infused with all of Alhazred's evil knowledge. It can fly (like a bat!) and attack for 3D damage. It likely has other attacks and defenses.

History: Abdul Alhazred traveled extensively throughout the Persian and northern African territories, visiting many ancient ruins and encountering untold horrors, demons and magi. Towards the end of his life, he settled for a short time in Damascus, where he penned his masterwork, the *Necromonicon*, pouring it into all his metaphysical knowledge and, some would say, his soul. Shortly thereafter, as retribution for revealing so many otherworldly secrets, Alhazred was attacked in broad daylight and devoured by a demon in front of numerous witnesses.

Written in human blood and bound with human skin, the *Necromonicon* is believed by many to be the single most powerful grimoire in existence today. The user can raise, control and destroy whole deadite hordes with but a few words, travel across space and time, and call upon the darkest demonic powers. However, any holder should beware: his actions will become twisted for the purposes of Evil over time.

The Key of Solomon

Author: King Solomon (the one in the Bible).

Language: Ancient Hebrew (Semitic).

Est. Publ.: 1000 BC. Reprinted and translated numerous times.

Availability: Extremely Rare (1-3 copies known to exist today, and these may all be fraudulent).

Contents: Demonology, Secret Names of God and Lucifer, Prayers, Charms and Blessings.

Powers: Can be used to exorcise demons, call upon the aid of angelic powers, heal wounds, bless weapons, and shield from demonic attacks.

History: The original "Key" was actually a series of scrolls, said to be kept in a sacred ark--not unlike that which contains the 10 Commandments--which was lost



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during Roman occupation of the Hebrews' lands. Modern copies are said to derive from a single copy made by Solomon's scribe and given to an ally king to the east (in what is now Iran). The "Second Key" was last reported during the 3rd century, supposedly in Mecca, where another copy was made and smuggled to Rome (supposedly by the Angel Azrael). That "Third Key" was copied centuries later and sent to various libraries throughout Europe. Most of these copies have been lost. No one knows if any of the Three Keys exist today.

Shalshelet he-Kabbala

Author: Gedaliah ibu Yahya

Language: Modern Hebrew

Est. Publ.: 1697.

Availability: Extremely Rare (3-5 copies).

Contents: Comprehensive treatise on the secrets of the Kabbala, alchemical recipes from potions and artifacts, secret codes and mathematics.

Powers: Mainly known for providing insight into other magical texts and artifacts (breaking the magical codes of their inscriptions). Also has a variety of recipes for making magical potions, including some that can cure the deadite infection.

History: The premier work of the Middle Eastern Kabbalists, the *Shalshelet he-Kabbala* is well known but only rarely seen. To date, no one has been able to verify the veracity of the known copies. Some rumors say that the real *Shalshelet* could not be viewed by human eyes, as its coded words were too complex and would drive a man mad. They say that the original book is actually kept in an underground crypt below modern Jerusalem, guarded by unsleeping Kabbalistic golems (stone warriors).

Enchiridion of Pope Leo III

Author: Emperor

Charlemagne (given as a gift to Pope Leo)

Language: Ancient Latin

Est. Publ.: 4th Century AD

Availability: Unique (1 copy, kept at the Vatican).

Contents: Prayers, charms and other invocations for requesting heavenly blessings and protections. Also includes numerous passages on demonology, especially demons worshipped in the Mediterranean.

Powers: Proper prayers may repel deadite attackers and even disintegrate them



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on the spot. Some of the charms may be used to enchant items and potions to battle the soulless.

History: As Charlemagne adopted Christianity as the religion of Rome, he made a gift of the *Enchiridion*--the most comprehensive Roman treatise on the demons and magicks of the Mediterranean. It was a symbol of entrusting Rome's spiritual protection to the newly accepted Church. The *Enchiridion* itself was one of the first major pieces of the Vatican library--which probably has more books on the occult than any library still standing today. Some scholars assert that the book has many secret codes and passages that have not been made known to the public, including ways to bridge the gap between the dimensions of Hell and Earth, and the true names of many ancient demons. The *Enchiridion* is bound in heavy gold covers and kept locked with in intricate mechanism (rumored to be magic in itself).

Heptamaron

Author: Peter de Abano

Language: Latin

Est. Publ.: 15th Century.

Availability: Uncommon (numerous copies in existence, but each copy may not be complete).

Contents: Primarily a roster of known angels, demons and other spiritual powers, listing their preferences, abilities, weakness and mode of communication.

Powers: Can be used to research the weaknesses of a supernatural being or to attempt to contact one.

History: Burned at the stake as a heretic and a witch, Peter of Abano lived for a short time as Europe's premier expert on demonology, angelology, and invocation of supernatural powers. Legend has it that he was called before the Pope and ordered to demonstrate his abilities. De Abano complied, calling forth the Seraphim angel Mahil, who quickly recognized the Pope's corruption and strode forward to deliver justice. The Pope commanded de Abano to banish the angel. The terrified scholar once again obeyed, saving the Pope's life (but not his soul). In his gratitude, the Pope declared de Abano a witch and sent him to the pyre.

Grand Grimoire

Author: unknown

Language: Latin

Est. Publ.: Est. 12-15th century

Availability: Uncommon.

Contents: An attempted "encyclopedia" of the supernatural, with information on demons, angels, alchemy, spells, prayers, artifacts and astrology.

Powers: Primarily a research tool, though it does include numerous spells which may have relatively limited, temporary effects.

History: The *Grand Grimoire* is one of the most famous of the medieval texts on the occult. Written over the course of three centuries, managed by numerous editors, and constantly threatened with destruction by both earthly and

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supernatural forces, the *Grimoire* remains one of the most comprehensive treatises on the Western occult tradition today.

Magus

Author: Barrett

Language: Latin

Est. Publ.: 16th Century.

Availability: Very rare.

Contents: Demonology (demon names, ranks, powers, weaknesses and invocation rites).

Powers: Can be used to research the weaknesses of a demon or to attempt to contact one.

History: Considered a relatively minor work until recently, Barrett's *Magus* attempted to list and categorize all the known demons of Hell. Some say that he had to bribe demons by selling bits of his own soul in order to learn of the secret workings of the infernal orders. Only in recent times, with the increase in demon activity, has the *Magus* become a work of interest to occultist. Very few copies exist, and some say all but one or two are frauds.

Cosmographia Universalis

Author: Buel

Language: Latin

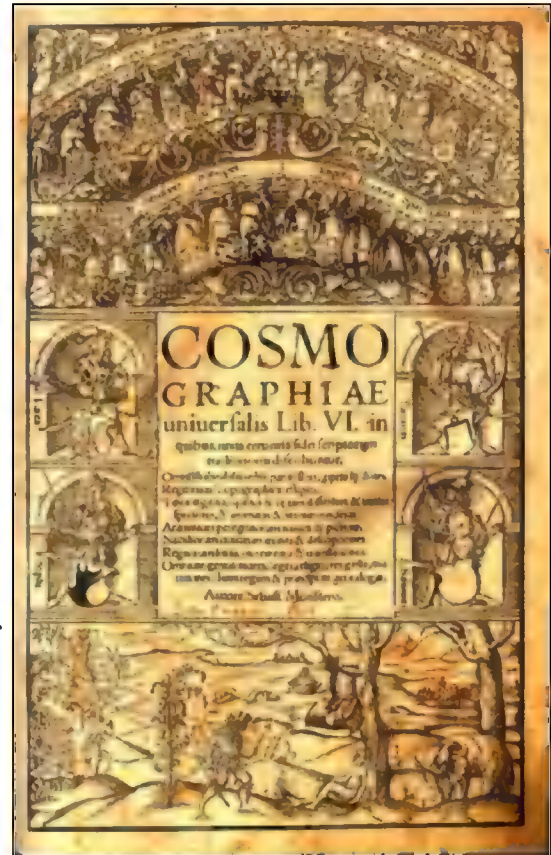
Est. Publ.: 1544.

Availability: Rare (7-10 copies in existence).

Contents: An attempted "physics" book of the metaphysical world. Attempts to explain how to control supernatural powers, create rifts between various dimensions, and overcome limitations of our physical realm.

Powers: Provides science-like methods for creating space-time rifts, recommends alchemical solutions to channel supernatural powers (creation of magical crystals and machines, etc.).

History: Even other occultists of the day thought that Buel was deluded when he began, at age 16, his dissertation on the physical qualities of the supernatural world. Buel sacrificed his entire life to the effort: squandering his family's vast fortune on experiments, reagents and other texts; foregoing the opportunity to marry a willing marquise; finally going blind and half-mad in his hermitage, reciting the last few lines of his work to an ancient parrot who miraculously remembered the words and recited them to scholars when questioned. Buel's young nephew collected the scholar's papers and managed to bind them together into publishable form. The collected works sat in the library of the Abbe Montain until



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the late 17th century, when they were published in limited form more because of the beauty of Buel's illustrations than the content of his words.

Die Kunst Ciromantia

Author: unknown.

Language: Old German.

Est. Publ.: 16th Century.

Availability: Rare.

Contents: Spells, charms, and invocations based on chiromancy.

Powers: Provides some general attack and protection magicks. Is more specific to battling demons associated with northern Europe and western Asia.

History: The "textbook" of chiromancy is more than mere guide the ways of Germanic witches in the 16th century. It provides relatively easy-to-follow instructions for casting a variety of spells (from trivial "love spells" to more dangerous "charms" that provide protection against evil spirits).

Artifacts

Characters will likely come into contact with magical weapons, rings and other devices during their battles against the undead. These items often provide certain powers to the bearer, but the weight of those new abilities typically burden even the purest soul after extended use. For those reasons, mortals rarely retain a magical item for more than a short period of time--usually as long as the item "lets" itself be used.

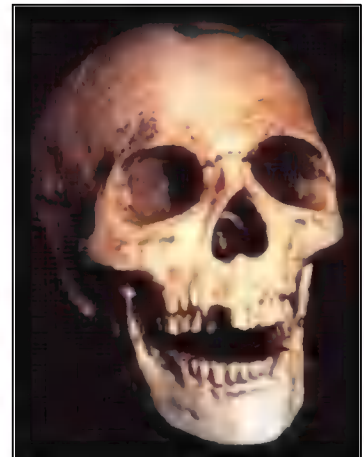
Skull of Jacques de Molay

Description: Human skull, blackened from the pyre.

Est. Creation: 13th Century.

Powers: Complete power unknown. Is believed to greatly enhance the invocation of spirits and provide protection and control over those spirits once invoked. Some believe it can be used to actually control the undead. Finally, it is said that the Skull will speak when questioned, providing arcane secrets.

History: Jacques de Molay was the last Grand Master of the Knights Templar, one of the most famous orders of knights to serve the medieval Church. When the Templars became too powerful and political, Molay, like many of his brothers, was branded a heretic and burned at the stake. His Skull, ordered by the Pope to be smashed, was smuggled out of France and kept in Northern African until the 17th century, when a British explorer and occultist found the skull along with many of de Molay's belongings in a small trunk up for sale in a Moroccan market. The explorer purchased the trunk, wrote to a colleague at Oxford regarding the find and asked his friend to come meet him in Morocco. When the friend arrived, there was no trace of either the explorer, or de Molay's trunk...



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The Tetragrammaton

Description: Simple-looking British longsword with the word "Tetragrammaton" inscribed on both sides.

Est. Creation: 11th century

Powers: Does 3 x damage to undead and demonic targets. Gives the bearer +3D to *Stabbing, Slashing and Bludgeoning* rolls, +2D to *Getting Out of the Way*, +2D to Body to avoid damage, and +2D to any *Jock Skills*. If a possessed person is struck by the sword (even if not wounded), any spirit possessing the victim will be forced from the body.

History: During a deadite invasion of the British Isles in the 11th century, hope and faith had begun to ebb towards a dire end. The souls of villagers and noblemen were being sucked left and right, and it soon seemed that only the greatest of magicks would repel the invasion. A small band of monks banded together and had a single, modest sword forged using the finest metals available. The monks chanted and prayed over the weapon the entire time it was being produced, blessing each worker, hammer and flame to touch its blade. Finally, though a sheer act of will and faith, they inscribed the magical words into the blade through the power of their combined thoughts alone. When the blade was finished, each monk fell dead on the spot. Witnesses believe that the sword absorbed the purity of the monks' souls and focused it into a holy weapon. Deadites have been known to flee at the very sight of the weapon.



The Ring of Gyges

Description: A ring composed of an unknown black metal with a complex inscription of symbols on the outside written in some unknown tongue.

Est. Creation: 3000 BC. Ring's origin is unknown.

Powers: Automatically erects a barrier (force field) to damage for the bearer, adding +5D to all Body rolls against damage. The wearer also gains *Telekinesis*, with a strength of 7D. Finally, the bearer knows of any undead/deadites within 2 miles and can communicate with them telepathically. This gives the bearer some control over most deadites (treat it as a +4D to *Barkin' Orders* rolls).

History: No scholar alive today truly knows the origins of the Ring of Gyges or can describe its actual powers. The only reason modern occultists even recognize the name is because it has appeared in a handful of deadite invasions over the past two millennia. Often, a deadite commander will be in possession of the Ring, but when the horde is defeated, the Ring once again disappears. While there are accounts of heroes using the Ring for short periods, they often meet untimely and corrupted ends.

The Hand of Glory

Description: A perfectly preserved human hand covered with rune-like tattoos.

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Each finger may be lit like a candle.

Est. Creation: 13th century.

Powers: When the Hand is lit, it illuminates an area about 5 meters in diameter. Any undead or demon creature that attempts to enter that sphere will take great damage (7D) and be thrown back with a strength of 9D. Legend has it that if the proper words are incanted, the Hand can turn all true souls within its sphere of light invisible to undead eyes. The Hand likely has other powers that have not been fully discovered. The candle will remain lit for about 10 minutes before blowing out and cannot be relit until the following day.

History: There are many scattered reports of a "Hand of Glory" from medieval Europe. Some say it is actually the right hand of Saint Paul, while others describe it as a child's hand, pure and soft. There is also a legend of a "Left" Hand of Glory (or "Shame"), that actually attracts deadites and grants some infernal powers.

[Image to right: A medieval monk using the Hand of Glory while traveling at night. Image found at

<http://homepage.mac.com/gwohlken/PhotoAlbum.html>]



VII. EQUIPMENT

Equipment will likely play a vital role in the adventures (and survival) of the characters in Evil Dead D6. That said, it should not become the focus. Equipment should serve the setting--GM's use it to best fuel the plot. Want to create tension and enhance fear? Then limit the available weapons or ammunition. Want to create a deadite-bashfest? Load them up with flamethrowers and shotguns.



Optional Ammunition Rule

As I've done elsewhere in Evil Dead D6, I encourage you to not sweat the details. I recommend that rather than counting ammunition (or charges), GM's just establish whether a character has "a little" or "a lot" of ammunition and assign that number a die value (explained below). Of course, it's even easier to just give the characters unlimited ammunition. Finally, if you don't care for this alternative, I've provided the standard ammo amounts with each weapon.

Charges/Ammo Dice: Once per combat, the character may roll the Ammo Dice against an Easy Difficulty (10). If the roll fails, the weapon runs out of ammo. If the roll succeeds, the character may continue using it until the GM asks for another roll. GM's may permit characters may spend CP's and Mojo to succeed (this should be established before the game begins). GM's may add Ammo Dice if character find or purchase more ammunition. Finally, GM's may choose to diminish a character's Ammo Dice pool by 1 pip after each combat.

- **Piddling** (1D): the character has less than a full clip/cylinder/tank and knows he's about to run out.
- **A Little** (2D): the character has 1-2 clips most likely and should be cautious.
- **Some** (3D): the character is ready for combat and has a fair bit of ammo stocked.
- **Geared Up** (4D): the character has prepared for combat and is ready to go.
- **Woo-Style** (5D): the character pretty much doesn't have to worry about ammo. Ever.

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Finally, from time to time characters may come across magical items. These should be extremely rare and should be pivotal to a plotline--rarely to be kept permanently or to bestow permanent power upon the user. Often, the magical items will have personalities that warp the character who "controls" the item. The artifact may even be Evil and attempt to possess its bearer. Sample stats for some magical weapons/artifacts are given in Reliquary section.

Melee Weapons

Archaic Missile Weapons

Firearms

Armor

Miscellaneous Gear

Vehicles

MELEE WEAPONS

Wooden Stake

Damage: BOD +2

Scale: Character

Skill: Stabbing, Slashing, Bludgeoning: Small pointy things

Difficulty: Easy (7) to stab for normal damage. Moderate (15) to stake a vampire in the heart.

Concealability: Very Easy (3)

Note: A wooden stake may be thrown, but the Difficulty increases to Very Difficult (25). Note, while this attack may kill a classic vampire, many soul/blood-sucking deadites will be immune to it.

Typical Knife

Damage: BOD +1D

Scale: Character

Skill: Stabbing, Slashing, Bludgeoning: Small pointy things

Difficulty: Easy (7)

Concealability: Very Easy (3)

Note: A typical knife can be thrown, but increase the difficulty by 5.

Typical Throwing Knife

Damage: BOD + 2 if thrown, BOD +1D if used as a regular knife.



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Scale: Character

Skill: Jock Skills: Throwing

Range: 2-3/5/10

Concealability: Very Easy (3).

Sword

Damage: BOD +2D

Scale: Character

Skill: Stabbing, Slashing, Bludgeoning: Swords

Difficulty: Easy (10); If the wielder attempts to decapitate (cut the head off) an enemy, she must match a Difficult (20) target number + any Dodge or Parry effort by the defending victim.

Concealability: Difficulty (20).

Battle Axe

Damage: BOD +2D+2

Scale: Character

Skill: Stabbing, Slashing, Bludgeoning: Axe

Difficulty: Moderate (12); If the wielder attempts to decapitate (cut the head off) an enemy, she must match a Very Difficult (25) target number + any Dodge or Parry effort by the defending victim.

Concealability: Difficulty (20).

Club/Baseball Bat

Damage: BOD +
1D+1



Scale: Character

Skill: Stabbing, Slashing, Bludgeoning: Blunt Things

Difficulty: Easy (7)

Concealability: Moderate (15)

Notes: Clubs are any blunt object made to hit something else hard. GM's should alter the damage rating depending on the quality of the club. For example, a broom stick might only do BOD + 2 pips of damage while a crowbar might do BOD+1D+2.

Chainsaw

Damage: BOD + 3D when powered up; BOD + 1D+1 when off.

Scale: Character

Skill: Stabbing, Slashing, Bludgeoning: Power Tools

Difficulty: Moderate (15)

Concealability: Difficult (20)

Ammo Dice: 3D with a full tank. Or, has enough gas generally to last about 100 rounds of combat while on.

Notes: Chainsaws are great fun and do a lot of damage. However, they can become clogged or broken pretty easily and require an Easy Fixing Stuff roll to maintain. If

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the character complicates when using a Chainsaw, he will either hurt himself or the Chainsaw will sputter and die out because of some kind of damage.

Blowtorch

Damage: 4D. For each round it is applied to a surface (or armor), reduce the target's opposing Body roll by 1 pip.

Scale: Character

Skill: Stabbing, Slashing, Bludgeoning: Power Tools

Difficulty: Easy (10)

Concealability: Easy (10) for the Torch, Moderate if a large fuel tank is carried on the back.

Ammo Dice: 3D with a full tank; Or, will have enough fuel in a 5 gallon tank to last about 100 combat rounds.

Notes: A blowtorch is handy for doing severe, burning damage to your deadite foe, but it's large tank and limited range make it a bit unwieldy in combat.

ARCHAIC MISSILE WEAPON

Bow

Damage: BOD+1D

Skill: Shooting Stuff: Bows

Ammo: 1

Range: 2-15/25/50. Add +15 to the Difficulty if aiming for the heart.

ROF: 1. Requires 1 action to reload.

Ammo Dice: 4D with a full quiver. 24 shots/quiver.

Concealability: Very
Easy (5)

Crossbow

Damage: 5D

Skill: Shooting Stuff:
Bows

Ammo: 1

Range: 2-15/25/50. Add
+15 to the Difficulty if
aiming for the heart.

ROF: 1. Requires 1 action to reload.

Ammo Dice: 4D with a full quiver. 24 shots/quiver.

Concealability: Moderate (15)



Crossbow Pistol

Damage: 3D+1

Skill: Shooting Stuff: Bows

Ammo: 1

Range: 2-5/12/20. Add +15 to the Difficulty if aiming for the heart.

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ROF: 1. Requires 1 action to reload.

Ammo Dice: 4D with a full quiver. 24 shots/quiver.

Concealability: Easy (7)

Notes: Crossbow Pistols may be wielded one-handed.

Holy Water

Damage: 5D to deadites that are vulnerable to such things (usually vampires). Damages like acid, diminishing at a rate of -1D per round after the first (4D 2nd round, etc.).

Skill: Jock Skills: Throwing

Ammo: 1 shot per vial. A "bandolier" of vials will have Ammo Dice of 2D (8-12 vials).

Range: 2/5/10.

ROF: 1.

Concealability: Very Easy (1)

FIREARMS

This is a game of blowin' horrible things back to the hell-pit from which they spawned. Thus, it is quite likely that characters will often get their hands on a wide variety of modern firearms. Often, these weapons are extremely effective against deadites.

The guns listed here are pretty basic. For much more detailed lists of firearms, [check out the gun list on my Matrix website](#), which lists Joe's Gun Catalog or Aaron LaBow's weapons list. You can use the ranges given below for the weapons that Joe lists (or the ranges listed by Aaron).

Handgun

Damage: 4D

Skill: Shooting Stuff: Handguns

Ammo: 12/4D

Range: 3-10/30/60

ROF: 3 shots per round maximum. No burst.

Concealability: Very Easy (5)

High-powered Handgun

Damage: 5D

Skill: Shooting Stuff: Handguns

Ammo: 12/4D

Range: 3-7/25/50

ROF: 2 shots per round maximum. No burst.

Concealability: Easy (7)

Notes: -1 pip to all "To-Hit" rolls.

EVIL DEAD D6

Machine Pistol

Damage: 4D

Skill: Shooting Stuff: Submachine Guns

Ammo: 15/4D

Range: 3-10/30/60

ROF: Single: 3 shots per round. Semi-automatic: 2 bursts of 3 bullets rendering 5D damage per burst (roll once per burst). -1D on "To-Hit" rolls in semi-automatic. Full automatic: Can empty the clip in one round, either spraying (See Spraying in the Combat section) or Concentrating Fire resulting in +1D to hit and 5D+2 damage.

Concealability: Easy (7)



Submachine Gun

Damage: 5D

Skill: Shooting Stuff: Submachine Guns

Ammo: 30/4D

Range: 6-10/35/75

ROF: Single: 3 shots per round. Semi-automatic: 2 bursts of 3 bullets rendering 5D+2 damage per burst (roll once per burst). -1D on "To-Hit" rolls in semi-automatic. Full automatic: Can empty the clip in one round, either spraying (See Spraying in the Combat section) or Concentrating Fire resulting in +1D to hit and 6D damage.

Concealability: Easy (9)

Automatic Rifle

Damage: 6D

Skill: Shooting Stuff: Submachine Guns

Ammo: 50/5D

Range: 5-30/100/300

ROF: Single: 3 shots per round. Semi-automatic: 2 bursts of 3 bullets rendering 5D+2 damage per burst (roll once per burst). -1D on "To-Hit" rolls in semi-automatic. Full automatic: Can empty the clip in one round, either spraying (See Spraying in the Combat section) or Concentrating Fire resulting in +1D to hit and 6D damage.

Concealability: Very Difficult (25)

Pump Shotgun

Damage: 5D (buckshot) / 6D (solid slug)

Skill: Shooting Stuff: Shotguns

Ammo: 5/5D

Range: 2-5/10/20

ROF: 2 shots per round maximum.

Concealability: Difficult (20) for full-barrelled shotguns. Moderate (10) for sawed-

EVIL DEAD D6

off shotguns.

Notes: Sawed-off shotguns do 6D damage at Point Blank range but suffer a -1D cumulative penalty to damage rolls for every 5 meters beyond the first.

Flamethrower

Damage: 6D

Skill: Shooting Stuff: Flamethrowers

Ammo: 50 burst/3D

Range: 1-4/8/12

ROF: 1 burst per round maximum. Can "spray" an entire area (about 10m wide) with a hose-like stream that counts as 4 bursts.

Note: Flamethrowers are rare, very bulky, and somewhat dangerous. If the fuel tank (usually worn on the back) is pierced or ignited it will do 9D damage to anyone with 5 meters of the blast center (reduce damage by 1D for each 5 meters from the core blast).



ARMOR

Shield

Type: Personal protection.

Scale: Character.

Protection: Free action to Parry a melee attack (*Stabbing, Slashing, Bludgeoning* or *Hurting People*). Acts as 4D Protection when used as Cover against missile attacks (no free action).

Cost: Highly variable (depending on style and quality).

Availability: Common in medieval times. In modern times, many things may be used as a shield: garbage can lids, brief cases, street signs, etc. Some shields may provide less protection.

Concealability: Very Difficult (25)



Leather/Hide

Type: Personal clothing.

Scale: Character.

Protection: +2 pips versus physical damage.

Cost: Highly variable (depending on style and quality)..

Availability: Common.

Concealability: Very Easy (but usually unnecessary).

Kevlar Vest

Type: Personal body armor.

Scale: Character.

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Protection: +1D+1 versus physical damage, but not against energy, heat or cold).

Cost: \$500-1000

Availability: Uncommon.

Concealability: Moderate.

Full Suit of Armor

Type: Medieval armor.

Scale: Character.

Protection: +2D versus all damage, but reduces Body rolls dependent on dexterity by 2D.

Cost: \$3000 (modern)

Availability: Rare.

Concealability: Very, very Difficult (30).



Full Body Armor

Type: Modern Military armor.

Scale: Character.

Protection: +2D+2 versus all damage, but reduces Body rolls dependent on dexterity by 1D.

Cost: \$10,000

Availability: Rare.

Concealability: Difficult.

MISCELLANEOUS GEAR

In Evil Dead D6, characters have access to all the gear players might get in the modern world (or at least the particular time in which the characters find themselves).

Cellular Phones

Computers

Radios

Grappling Hooks

EXPLOSIVES

Grenades

Scale: Character.

Range: 2/5/10.

Cost: Generally not widely available, but about \$20 apiece on the blackmarket.

Damage:

- Standard: 5D.
- Fragmentation 5D+2. If armor is worn, reduce its protective value by 1D. - 1D for every 2 meters from point of explosion.
- High Explosive 6D. -1D for every 5 meters from point of explosion.

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- Phosphorous 6D (Heat damage). Sprays a sticky, burning substance all over target with splash effects on anything with 1 meter. Burns for 5 rounds.

Molotov Cocktails

Scale: Character

Range: 2/4/8

Cost: Very inexpensive--easily Scrounged together if alcohol or fuel is available.

Damage: 3D+2 fire damage. The cocktail's fuel will splash about 1m in all directions from impact and burn for 1D6 rounds.

Pipebombs

Scale: Character

Range: 2/4/8

Cost: Very inexpensive--easily Scrounged together if explosive powder is available.

Damage: 4D damage within 2 meters of explosion. Reduce damage by 1D for each additional 2 meters from site of impact.

Note: "Pipebombs" include just about every small, makeshift bomb the characters might whip up.



VEHICLES

In Evil Dead D6, characters have access to the typical vehicles of the modern world. A few examples include:

Motorcycle

Scale: Personal Vehicle.

Length: 2 meters.

Cost: Civilian models: \$2000 (used); \$10,000 (new).

Skill: Burnin' Rubber: Motorcycles

Speed: 80 kph / 200 kph.

Body: 6D (note this game does not use Scale to add or remove dice).

Maneuverability: 2D.

Crew: 1 (can hold another rider, but increase Piloting Difficulties by 5).

Crew Skill: 5D for professional racers; 3D for standard riders.

Cargo: Very little: enough for a water bottle, a few camping supplies, and small toolkit.



EVIL DEAD D6

Jeep

Craft: 4-wheeled, all terrain passenger vehicle.

Scale: Personal Vehicle.

Length: 3.5 meters.

Cost: Civilian models: \$7000 (used); \$15,000 (new). Military models: 18,000 (used); 32,000 (new).

Skill: Burnin' Rubber: Cars

Speed: 30 mph / 60 mph / 90 mph / 110 mph.

Body: 8D

Maneuverability: 1D.

Crew: 1.

Passengers: Fits 4 (including driver) comfortably. Up to 8 may be squeezed in if no additional cargo is carried.

Crew Skill: 4D for professional/military drivers; 3D for most experienced civilians.

Cargo: Cargo area "trunk" is approximate 2 meters wide, 1 meter deep, and 1 meter high..

Description: Jeeps are 4-wheeled all terrain vehicles commonly used on outpost worlds where roads are rough or nonexistent. They tend to be reliable, tough vehicles, but provide little of luxuries and comfort.

Passenger Car

Craft: Standard, boring sedan.

Scale: Personal Vehicle.

Length: 4 meters.

Cost: \$7000 (used); \$15,000 (new).

Skill: Burnin' Rubber: Cars

Speed: 40 mph / 60 mph / 90 mph / 110 mph.

Body: 8D

Maneuverability: 0D for most cars. Sports cars may have +1-3D.

Crew: 1.

Passengers: Fits 4 (including driver) comfortably. Up to 8 may be squeezed in if no additional cargo is carried.

Crew Skill: 4D for professional/military drivers; 3D for most experienced civilians.

Cargo: Cargo area "trunk" is approximate 2 meters wide, 1 meter deep, and 1 meter high.

VIII. DEADITE SCUM

Below is a very introductory to the various kinds deadites that characters may encounter in the world of the Evil Dead. In fact, the Evil may take any form, reviving rotted corpses, infecting living innocents, and even possessing inanimate objects. GM's should get creative, providing characters with new horrors to face and blow away.

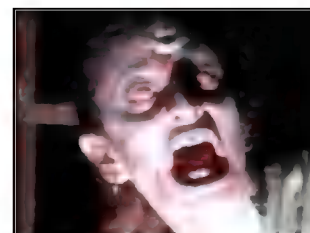
The statistics given below are only intended to provide a very general idea of "standard" beasts of each type. Actual Attributes may (and should) vary. Only skills with levels above their controlling attribute are given. GM's should decide if other skills may be used with or without penalty.

For a few more undead scum to battle, you can check out the Bestiary for Buffy D6 ([Http://BuffyD6.tripod.com/Bestiary.html](http://BuffyD6.tripod.com/Bestiary.html)).

Standard Deadite

Attributes:

BODY=3D: Hurting Things with Your Bare Hands-4D;
Tough Guy-5D
BRAINS=1D:
SENSES=1D+1:



Description: Most standard deadites are simply bestial killing machines. They will seek to kill and devour any living thing they encounter. They will often manifest as skeletons, zombies, or recently-dead, but newly-ugly ex-girlfriends.

Powers:

- **Mostly Dead:** Since deadites are, in fact, dead, they do not need to eat, drink or breathe. When the deadite is reduced to the Dead Wound Level, it is still alive (though usually in pieces). All parts of its body will still try to attack and spread the Evil. The deadite will only be fully destroyed once it has been Pulped.
- **Deadite Infection:** Deadites can spread the deadite infection through a variety of means. Most notably, if the deadite bites a victim or otherwise enters its body, the victim will begin to turn into a deadite. It requires a Difficult Stubborn Jackass roll each round to stave off the infection. Total conversion may be avoided by cutting off the body part infected with the Evil.
- **Painless and Bloodless:** Deadites do not suffer the penalties incurred from pain. However, GM's may reduce the deadite's dice pools as it takes damage if the deadite's body becomes so damaged that it impairs action.

Deadite Bits

Attributes: varies, depending on the "bit," but generally:

EVIL DEAD D6

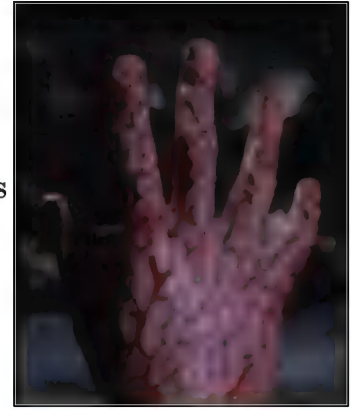
BODY=3D

BRAINS=2D

SENSES=2D

Description: As chunks are blown off the deadites, those bits may take on an apparent "life" of their own. They will continue to attempt to attack any living creature nearby. These bits may be hands, fingers, heads, tails, etc.

Powers: Same as for a full deadite.



Advanced Deadite ("Lead Deadites" or "Wights")

Attributes:

BODY=5D: Hurting Things with Your Bare Hands-6D; Tough Guy-7D; Jock Skills-6D; Stabbing, Slashing Bludgeoning-6D; Getting Out of the Way-6D.

BRAINS=3D: Hocus-Pocus 4D; Military Matters-4D; Languages-Ancient-4D

SENSES=3D: Paying Attention-4D; Barkin' Orders-4D; Stubborn Jackass-6D

Description: Advanced deadites are more autonomous, intelligent and powerful manifestations of the Evil. They will often lead battalions of the lesser undead into battle. They serve the Evil without question, without ever relenting or surrendering.

Powers:

- **Mostly Dead:** Since deadites are, in fact, dead, they do not need to eat, drink or breathe. When the deadite is reduced to the Dead Wound Level, it is still alive (though usually in pieces). All parts of its body will still try to attack and spread the Evil. The deadite will only be fully destroyed once it has been Pulped.
- **Deadite Infection:** Deadites can spread the deadite infection through a variety of means. Most notably, if the deadite bites a victim or otherwise enters its body, the victim will begin to turn into a deadite. It requires a Difficult Stubborn Jackass roll each round to stave off the infection. Total conversion may be avoided by cutting off the body part infected with the Evil.
- **Painless and Bloodless:** Deadites do not suffer the penalties incurred from pain. However, GM's may reduce the deadite's dice pools as it takes damage if the deadite's body becomes so damaged that it impairs action.

Bestial Demon

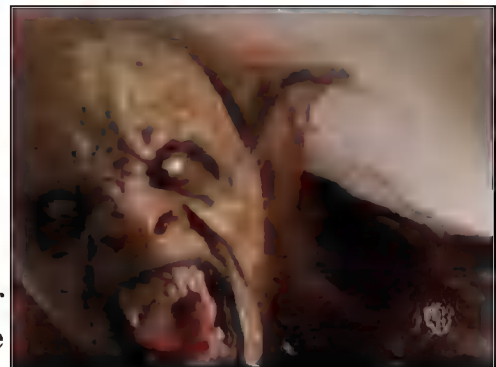
Attributes:

BODY=6D: Jock Skills-7D; Getting Out of the Way-6D+1; Hurting Things-6D+2

BRAINS=1D:

SENSES=2D: Paying Attention (Tracking)-4D

Description: These manifestations of Evil may or may not actually be deadites. Regardless, they live only to hunt and kill.



EVIL DEAD D6

Powers: Demon powers vary considerably. A few standard ones are given below (a demon will probably not have all of these abilities):

- **Thick Hide:** the demon's tough skin gives it +1D resistance to physical damage.
- **Enhanced Senses:** +2D to Paying Attention checks that rely on a sense of smell, sound, or sight.
- **Claws:** +1D to damage from melee combat.
- **Nightvision:** the demon sees in the dark as well as it would in the daytime.
- **Regeneration:** when wounded, the demon may make a Body check once per minute to move up one Wound Level.
- **Enhanced Speed:** the demon may move at twice normal speed (20m in round walking/40 running) and gets one additional action per round without penalty.
- **Projectile Attack:** the demon breathes fire, spits acid, throws spines, or launches some other unpleasantness. Standard damage will be 4 or 5D.
- **Flight:** the demon can fly.
- **Bounding:** the demon can jump twice as far as allowed for each difficulty level under the Jock Skills-Jumping skill.
- **Wallcrawling:** the demon can stick to stuff and walk on walls or ceilings.
- **Resistant:** the demon is resistant to particular forms of attack (usually flame, acid, or magic). Bonuses of 1-5D to resist such attacks.
- **Indestructibility:** the demon never loses consciousness, no matter how much damage is taken (but penalties from Wound Levels still accrue). In fact, even if hacked into bits, the demon will remain alive and either regenerate over time or merge together if his pieces are reunited.
- **Painless:** the demon does not suffer the ill effects of injury. Thus, no penalties accrue for Wound Levels (but all other effects do occur).

Grand Demon

Attributes:

BOD=9D: Hurtin' Things-10D; Getting Out of the Way-8D+1; Stabbing, Slashing, Bludgeoning-9D+2; Tough Guy-12D

BRAINS=7D: Hocus-Pocus-9D; Schoolin'-8D; Languages-9D; Nerd Skills-9D; Military Matters 9D.

SENSES=6D: Sneaky-7D; Paying Attention-7D; Barkin' Orders-8D; Stubborn Jackass-9D.

Description: These are the right-hand beasts of the Evil itself--its more trusted lieutenants, envoys and proxies. If encountered, characters would best do well to run and hide...

Powers: Many Grand Demons will have quite a few of the powers listed for Bestial Demons. Additionally, most Grand Demons have some degree of magical proficiency and magical powers (telekinesis, invisibility, blasting things with fire, etc.)

APPENDIX A: TEMPLATES

Below is an illustrative list of the kinds of characters that may be found in Evil Dead D6. Obviously, the variation of the kinds of characters and their abilities will be as diverse as those of real people in the real world, so feel free to tinker with the Templates or create new ones as you see fit. Click on the appropriate name below to review the Template's information.

- [Annoying Kid](#)
- [Clueless Hero](#)
- [Creepy Old Guy](#)
- [Hapless Occultist](#)
- [Hottie](#)
- [Regular Guy](#)
- [Teenage Punk](#)

EVIL DEAD D6

Annoying Kid

BODY: 2D

Skill	Rating	Total
Getting out of the Way	3D	5D
Jock Skills		
Stabbing, Slashing		
Burnin' Rubber		

BRAINS: 4D

Skill	Rating	Total
Blowing Stuff Up	1D	5D
Fixing Stuff	1D	5D
Nerd Skills	1D	5D
Stopping the Bleeding		
How not to Die		
Scrounge		

SENSES: 3D

Skill	Rating	Total
Sneaky	1D	1D
Talkin' Pretty		
Lying, Cheatin'		
Perform		

STANDARD DAMAGE:

WOUND LEVEL:

ARMOR:

MOJO: 1

BAD MOJO:

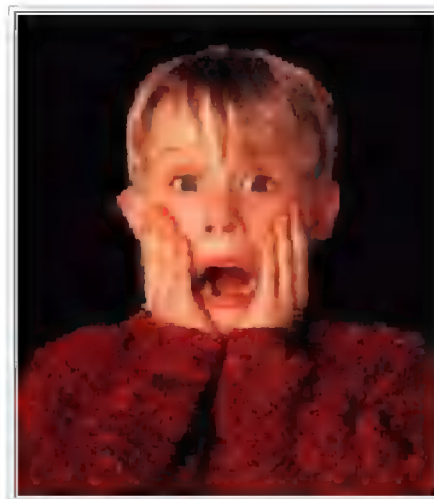
CHARACTER POINTS: 5

BACKGROUND:

Ok, so your parents really should have paid more attention to you. Now, instead of playing soccer and reading comic books like other kids, you spend your time downloading the Anarchist's Cookbook from the internet. To make matters worse, you seem to have a natural ability to getting into trouble...and getting those looking out for you in even bigger trouble. Needless to say, that's not making you more popular.

EQUIPMENT:

Normal clothes.
Laptop computer.
Various tools.
A good cache of fireworks.
A small weekly allowance.



DESCRIPTION:

QUOTE: "Are we there yet?....."

EVIL DEAD D6

Clueless Hero

BODY: 4D

Skill	Rating	Total
Jock Skills	1D	5D
Hurting People	1D	5D
Shootin' Stuff	1D	5D
Stabbing, Slashing	1D	5D
Getting out of the Way		
Tough Guy		
Burnin' Rubber		

BRAINS: 2D

Skill	Rating	Total
Blowing Stuff Up	1D	3D
How not to Die ...		
Stopping the Bleeding		
Fixing Stuff		



DESCRIPTION:

QUOTE: "Good. Bad. I'm the guy with the gun."

SENSES: 3D

Skill	Rating	Total
Stubborn Jackass	1D	4D
Barkin' Orders		
Sneaky		
Lying, Cheatin'		

STANDARD DAMAGE:

WOUND LEVEL:

ARMOR:

MOJO: 1

BAD MOJO:

CHARACTER POINTS: 5

BACKGROUND:

EQUIPMENT:

Normal clothes.

A favorite, non-magical weapon (shotgun, sword, chainsaw, etc.).

An old beat-up car.

You didn't ask for this job--ridding the Earth of evil deadite scum--but it has been forced upon. Like all men of greatness, you do what you can--what you must--to save humanity and, hopefully, rescue the beautiful girl. Sure, it doesn't always work out that way. Hell, half the time you don't really know what's going on...But, you've got your gun, a full tank of gas in the Pinto, and a good mind to send some deadites back to the hellpit that spawned them.

EVIL DEAD D6

Creepy Old Guy

BODY: 1D+2

Skill	Rating	Total
Getting out of the Way	2D	3D+2
Tough Guy		
Stabbing, Slashing		
Burnin' Rubber		

SENSES: 3D+1

Skill	Rating	Total
Stubborn Jackass	1D	4D+1
Cheap Bastard		
Talkin' Pretty		
Sneaky		

EQUIPMENT:

Normal clothes.

A decent library.

A few alchemical reagents and simple implements.

BRAINS: 4D

Skill	Rating	Total
Hocus-Pocus	2D	6D
Nerd Skills	1D	5D
Languages	1D	5D
Languages-Ancient	2D	6D
Schoolin'	1D	5D
Stopping the Bleedin'		
Fixing Stuff		
Science 101		

STANDARD DAMAGE:

WOUND LEVEL:

ARMOR:

MOJO: 1

BAD MOJO:

CHARACTER POINTS: 5

BACKGROUND:

You're old, you're crusty, and even you have to admit that sometimes you've got that old-person odor going on. Most days, you sit around your house in an old bathrobe and yell at kids to get off your lawn. But lately, you've started getting more and more news regarding supernatural events--deadite hordes wiping out small towns, demons possessing school kids in Japan, something about the last presidential election. While you can't fight the bastards yourself, you know you may be able to help those younger and fitter...



DESCRIPTION:

QUOTE:

"Interesting...very interesting....It could be the Archon of Hellach, or perhaps the Scion of Grumstch. Now where did I put that *Dictionaire Infernale*?."

EVIL DEAD D6

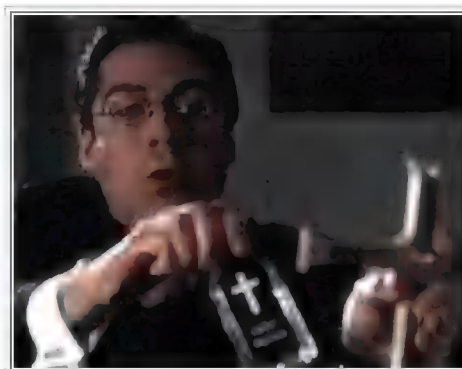
Hapless Occultist

BODY: 2D+2

Skill	Rating	Total
Getting out of the Way	1D	3D+2
Stabbing, Slashing		
Burnin' Rubber		

BRAINS: 4D

Skill	Rating	Total
Hocus-Pocus	1D	5D
Nerd Skills	1D	5D
Languages	1D	5D
Languages-Ancient	2D	6D
Schoolin'	1D	5D
Stopping the Bleedin'		
Science 101		
Scrounge		



DESCRIPTION:

QUOTE: "Egads! Kill it! KILL IT!!!"

SENSES: 3D+1

Skill	Rating	Total
Sneaky	1D	4D+1
Cheap Bastard		
Talkin' Pretty		
Lying, Cheatin'		

STANDARD DAMAGE:

WOUND LEVEL:

ARMOR:

MOJO: 1

BAD MOJO:

CHARACTER POINTS: 5

EQUIPMENT:

Normal clothes.

A comprehensive library of occult texts.

BACKGROUND:

You can't really recall what got you interested in the occult in the first place. It could have been that you were always afraid of the monster under the bed, or in the closet, or clumping around in the attic. Yes, you're a bit skittish and you know it. You hope that by learning more about the supernatural you can stem your fears about it. But, in fact, the more you learn, the more frightened you become. Now you find yourself in an all-out war with the deadite spawn. It's time to face the fear or die, cowering the corner...

EVIL DEAD D6

Hottie

BODY: 3D+1

Skill	Rating	Total
Getting out of the Way	2D	5D+1
Jock Skills	1D	4D+1
Stabbing, Slashing		
Getting out of the Way		
Tough Guy		
Burnin' Rubber		

SENSES: 3D+2

Skill	Rating	Total
Stubborn Jackass	1D	4D+2
Talkin' Pretty	1D	4D+2
Perform		
Lying, Cheatin'		

EQUIPMENT:

Lots and lots of clothes.
A nice, red convertible sports car.
A busy social calendar.

BRAINS: 3D

Skill	Rating	Total
Schoolin'	1D	4D
How not to Die ...		
Stopping the Bleeding	1D	4D
Science 101		
Nerd skills (don't tell anyone!)		

STANDARD DAMAGE:

WOUND LEVEL:

ARMOR:

MOJO: 1

BAD MOJO:

CHARACTER POINTS: 5

BACKGROUND:

No one has ever really taken you seriously. You're beautiful, popular, and way smarter than people give you credit for. Can you help if you happen to have an impeccable fashion sense and supermodel's body? Does that mean you have no soul? You'll admit that sometimes you can be demanding, and there is that tendency to scream at every slight sound...But you'll show them you can wipe out deadites with the best of 'em...



DESCRIPTION:

QUOTE: "Eeeekkkkk!" or "Eww..gross."

EVIL DEAD D6

Regular Joe

BODY: 3D+1

Skill	Rating	Total
Getting out of the Way	1D	4D+1
Hurting People	1D	4D+!
Stabbing, Slashing		
Burnin' Rubber		
Jock Skills		

SENSES: 3D+1

Skill	Rating	Total
Sneaky	4D+1	4D+1
Talkin' Pretty		
Lying, Cheatin'		
Cheap Bastard		

EQUIPMENT:

Normal clothes.
Apartment
Small economy car.
A modest, but steady income.

BRAINS: 2D+1

Skill	Rating	Total
Nerd Skills	1D	3D+1
Schoolin'	1D	3D+1
Fixing Stuff	1D	3D+1
Stopping the Bleedin'		
Science 101		
Blowing Stuff Up		

STANDARD DAMAGE:

WOUND LEVEL:

ARMOR:

MOJO: 1

BAD MOJO:

CHARACTER POINTS:

5

BACKGROUND:

You're in way over your head, and you know it. One minute, you're minding your own business--working a regular job, living in a regular apartment, perhaps dating a nice, regular girl. The next thing you know, your boss tries to eat you, your apartment opens up to some hell-dimension, and your girlfriend has a gleam in her eye that can only be called evil. You're doing the best you can without becoming completely overwhelmed (or, of course, losing your soul).



DESCRIPTION:

QUOTE: "What the hell is that thing???"

EVIL DEAD D6

Punk Teenager

BODY: 3D+2

Skill	Rating	Total
Stabbing, Slashing	1D	4D+2
Tough Guy	1D	4D
Jock Skills		
Hurtin' People		
Burnin' Rubber		

SENSES: 2D

Skill	Rating	Total
Stubborn Jackass	1D	4D
Sneaky	1D	1D
Lying, Cheatin'		
Cheap Bastard		
Perform		

EQUIPMENT:

Ripped jeans, a Sex Pistols tee-shirt, assorted jewelry and body piercings
A switchblade or other small knife.

BRAINS: 3D+1

Skill	Rating	Total
Blowing Stuff Up	1D	4D+1
Thieving Slimeball	1D	4D+1
Nerd Skills		
Stopping the Bleeding		
Scrounge		

STANDARD DAMAGE:

WOUND LEVEL:

ARMOR:

MOJO: 1

BAD MOJO:

CHARACTER POINTS: 5

BACKGROUND:

It was so much that your parents didn't love, it's that they loved you TOO much. So now, in your teenage years, you've begun to act up a bit. Yeah, sometimes you know it's a little ridiculous, but they're all so BORING, so complacent with their lousy jobs, lousy relationships, and otherwise lousy lives. Battling undead hellspawn seems to be the only thing you find enjoyable anymore...



DESCRIPTION:

QUOTE: "Better to end up a deadite than a suburbanite."

Appendix B: Gaming Resources.

This section contains links relating to other D6 games, the Evil Dead and Army of Darkness movies, and other resources on the web for background for Evil Dead campaigns. Join the D6-weg group at Groups.yahoo.com.

Credits to the Creators:

West End Games: Creator of the D6 system. Has many D6 games available, including *Metabarons* and *DC Heroes*.
[Http://www.westendgames.com](http://www.westendgames.com)

Evil Dead & Army of Darkness

Bruce Campbell.com: All you want to know about "Ash." Check out the Evil Links for a nice list of fansites. [Http://www.bruce-campbell.com/](http://www.bruce-campbell.com/)

My other D6 Conversions:

The Matrix D6: role-playing in the world of the movie *The Matrix*.
[Http://TheMatrixFreeRPG.tripod.com](http://TheMatrixFreeRPG.tripod.com)

Appleseed D6: D6 adventures in Masamune Shirow's cyberpunk manga. [Http://AppleseedD6.tripod.com](http://AppleseedD6.tripod.com).

Buffy D6: slay some demons and stake some vampires with this D6 conversion of *Buffy the Vampire Slayer*. [Http://BuffyD6.tripod.com](http://BuffyD6.tripod.com).

Starcraft D6: science fiction role-playing set in the world of the computer game *Starcraft*. [Http://StarcraftD6.tripod.com](http://StarcraftD6.tripod.com).

Some Army of Darkness and Evil Dead fansites:

Robert's Evil Dead Fan Page: <http://home.europa.com/~rew1977/dead/dead.htm>

An Army of Darkness and Evil Dead Page:
<http://www.geocities.com/CollegePark/Classroom/5923/>

Deadites Online: <http://www.deadites.net/>

Robin's Army of Darkness Archive: http://home.swipnet.se/~w-12947/AOD_page.html

EVIL DEAD D6

Some occult resources, including sites for the game *The Call of Cthulu*.

Information about Aleister Crowley (Satanist and occultist, and kind of a freak...): [http://www.gothicpress.freemove.co.uk/Aleister Crowley.htm](http://www.gothicpress.freemove.co.uk/Aleister%20Crowley.htm)

Quotations from the Necromonicon: <http://www.netherreal.de/library/necro/>

Comments on the Necromonicon (kind of scholarly):
<http://www.geocities.com/digital3v14/texts/Necrocom.htm>

Dan Clore's Necromonicon Page (very helpful! Lots of stuff about the book based on HP Lovecraft's work):
<http://www.geocities.com/SoHo/9879/necpage.htm>

History of the Necromonicon According to HP Lovecraft:
<http://www.geocities.com/SoHo/9879/nechist.htm>

Other D6 Gaming Sites

Into the Shadows: adventures in horror and the paranormal with D6:
http://members.tripod.com/~into_the_shadows/